BATTLESHIP CLASSES

SHIP

STATE	BEHAVIORS
Length	Hit
Head_of_ship Coordinate	Sunk
Tail_of_ship Coordinate	
Damage	

SPACE

STATE	BEHAVIORS
Empty or Occupied	
Attacked	
Coordinates	

PLAYER

STATE	BEHAVIORS
array_of_ships	ship_count
shots_fired	ship_placement
Grid/board	attack_coordinates
	Fire

Computer < Player

STATE	BEHAVIORS
	ship_count
	choose_random_space
	horizontal_space_choose
	vertical_space_choose

BATTLESHIP CLASSES

BOARD

STATE	BEHAVIORS
~~Length~~	~~Initialize / create_space~~
~~Width~~	~~assign_space_to_row~~
	~~Places ship~~
	~~create_space_name~~
	space_hit?
	space_miss?
	~~space_occupied?~~
	~~contains?(coordinates)~~
	same_row?
	same_column?

Initialize as an array of space objects

GAME

~~Board~~	~~Play~~
Player_1	~~Instructions~~
Ship Validation Rules	~~Quit~~
	~~ship_placement (input)~~
	Gameflow module Printing text to screen
	Player_shot_sequence

Board = {"A" => [#<space_obj_1>, #<space_obj_2>],
"B" => [#<space_obj_1>, [#<space_obj_2>]}

RUNNER FILE

FUNCTIONS

~~User input~~	~~Game initialize~~
User ship placement	History of game play