Custom feature idea

Our special ability is "Airstrike." When a player hits 3 times, they are requested to call an "airstrike" where they can decimate an entire row by firing at every single coordinate at that row.

Player
+ hits: int
+ airStrikeAvailable: bool
+ makeMove()
+ incrementHits()
+ activateAirStrike()

1..2

Game
+ checkForAirStrike()
+applyAirStrike()

1

Board
- grid: int[ ][ ]
+applyMove()
+ applyAirStrike()