Main/Game

• Handles the execution of the program (Starting game, Moving on to next turn) • Reads Arguments as User Input • Calculates Win / Loss	• GameTextUI • GameBoard

GameTextUI

• Takes input from the user for their moves • User is told about hits/misses • Displays updated stats • Displays Win/Loss • Display message when game starts/ends • Displays Game-board	• Game(Main)

Tank

• Tracks Tank Health (-1 Cell for Each Damage Caused by Fortress) • Tracks Tank Damage • Tracks total tank cells • Calculates Current Damage • Knows Tank Identifier Tag • Remove Cells when Damaged	• Cell

Cell

• Group of Active Cells constitute a Tank • Can identify tanks uniquely • Knows if hit or not	• Tank

Fortress

• Tracks fortress health • Reduce Fortress Health	

Gameboard/Field

• Registers Tank Positions • Registers Total Tank number • Registers Tank Health • Records if new tanks can be placed • Displays Playing Field	• Tank • Cell