

PingPong
+ PingPong(String):

Server
+ Server():

SaveFileManager
+ SaveFileManager():

Client
+ Client():

Ship
+ Ship(String, int):
- name: String - groesse: int
groesse: int name: String

Feld
+ Feld(int, int, int, int):
- posX: int - posY: int
+ setzen(int, int): void + pruefengesetzt(): boolean
posX: int posY: int

HelloController
+ HelloController():
onHelloButtonClick(): void # onSettingsButtonClick(): void # onMultiplayerClick(): void # onExitButtonClick(): void + hideCurrentStage(): void

WorldGeneration
+ WorldGeneration():
+ start(Stage): void + main(String[]): void

SettingsFileManager
+ SettingsFileManager():

HelloApplication
+ HelloApplication():
+ start(Stage): void + showSettings(): void + main(String[]): void
scene: String

Bot
+ Bot():

PauseGameController
+ PauseGameController():
+ closeGame(): void + continueGame(): void + initialize(): void

SettingsController
+ SettingsController():

Difficulty
+ Difficulty(int, String):

MainGameController
+ MainGameController():
+ setupSpiel(int, Stage, int): void + handleClick(int, int): void + pausieren(Stage): void

CreateGameController
+ CreateGameController():
+ initialize(): void + onPlayPressed(): void + startGame(): void + onBackPressed(): void

Spielfeld
+ Spielfeld(int, Stage, GridPane):
- initFeld(): void