* Controller
  + Initialize system
    - Model.init(number of tubes)
  + Set mortar
    - Call set fuze
    - Call set ID
    - Etc.
  + makeMortar
    - Same as setMortar, but initializes new mortar as well
  + Send update
  + Rotate / cycle magazine
* Model
  + Init
* Mortar
  + Has ID
  + Has fuze
  + Has destination
  + Has host
  + Has port
  + Set fuze
    - Self.fuze = parameter
* Tablet
  + Has host
  + Has port
  + Send update
  + Receive update
* Listener
  + Parse data from tablet
  + Send command to controller
  + Send update to Tablet
* Magazine
  + Has tubes [ordered array]
* Tube
  + Has mortar
  + Add mortar
  + Remove mortar