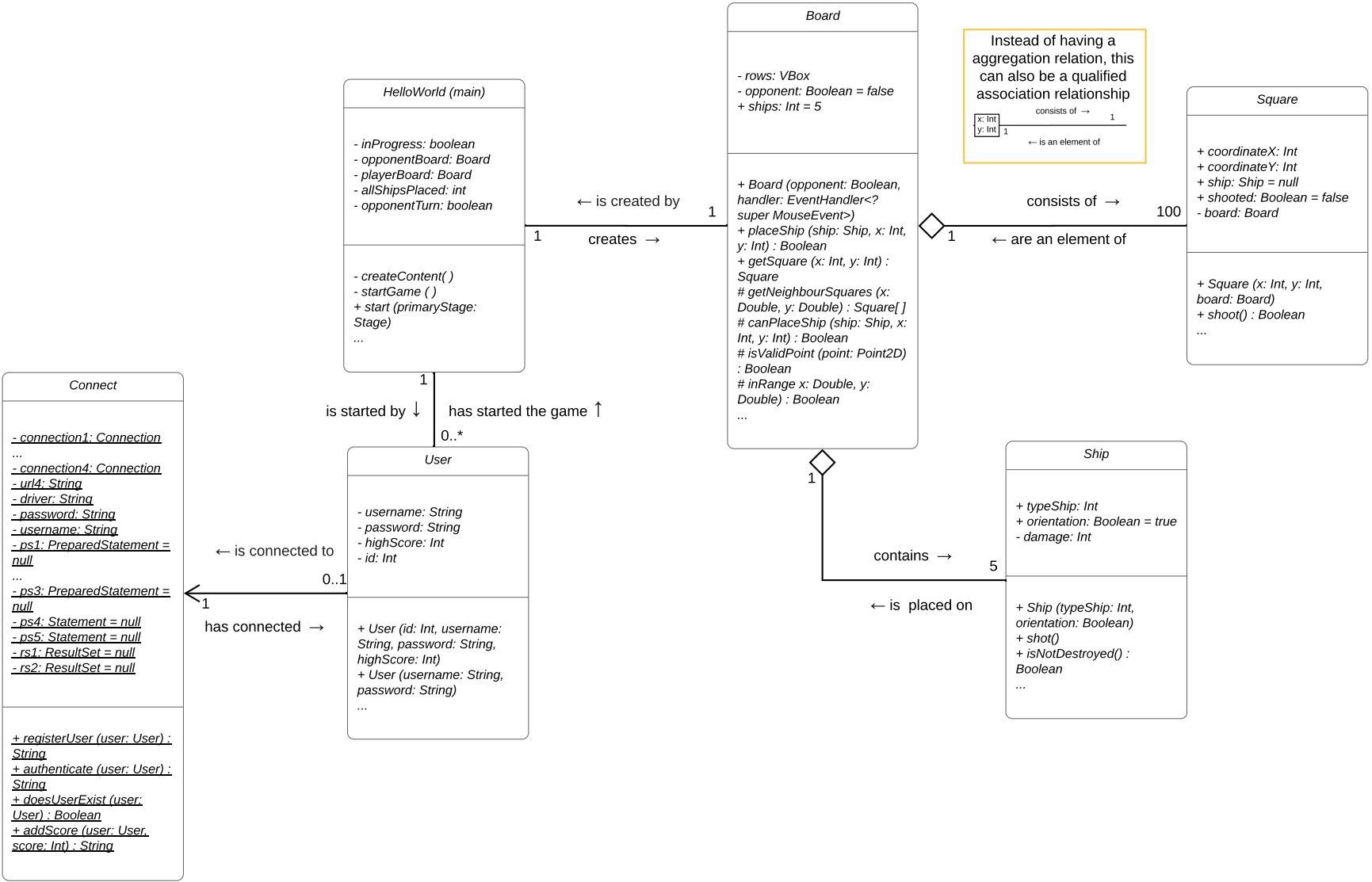


Classdiagram NavalBattle

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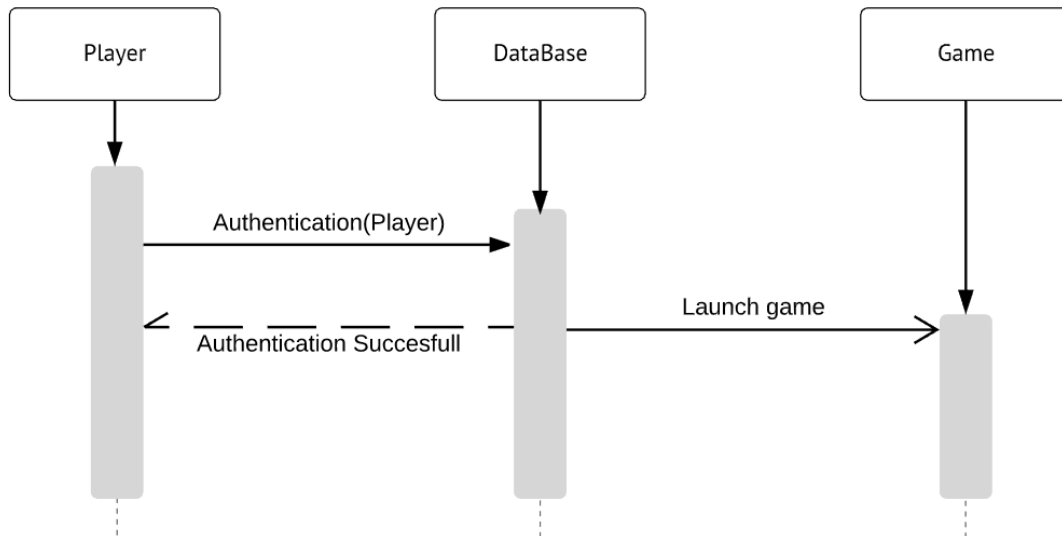


The core logic of the game is described by the classes **Board**, **Square** and **Ship**. The **Board** class takes care of generating the grid representing the board of the game & the **Board** class also verifies whether a ship can be placed and places the ship if so. The **Square** class represents a single cell of the grid. The board can access a particular square by specifying the x and y coordinate. The **Square** class keeps track of which ship is on that what location of the board & the **Square** class also keeps track on which cells a click-event has occurred. Lastly we have the **Ship** class. The **Ship** class keeps track whether on the whole ship a click-event has occurred, so whether the ship is officially destroyed.

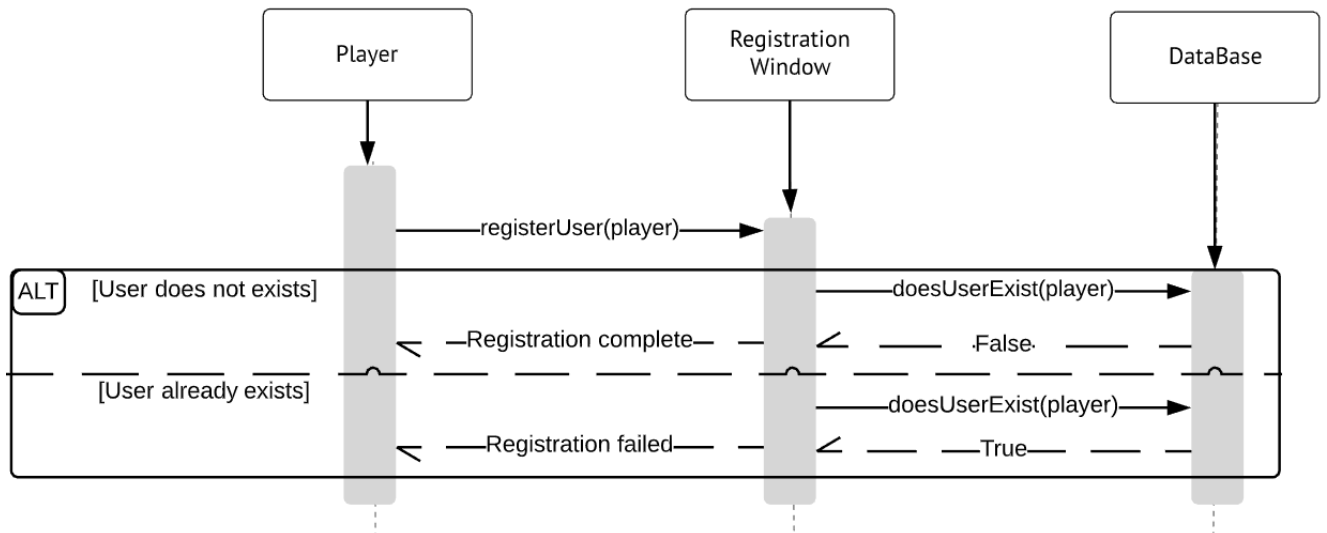
The **User** class contains the name, password, high score and id of the player. The **User** class is allowed to interact with the **HelloWorld** class if the database contains the user and the **Connect** class is able to authenticate the user. If the user does not yet exists in the database, the **Connect** class allows the player to register and create the player in the database. When the **User** class launches the game, the **HelloWorld** class generates the initial state of the game. For this point the player can officially play the game.

Sequence Diagrams Naval Battle

- The game shall only start when the credentials of the player correspond with the credentials in the database



- The Game shall allow a new player to register



- The game shall be able to let the player click an untouched cell when the player has touched a cell containing (a piece of) a ship & The game shall be able to let the opponent click an untouched cell when the player has not touched a cell containing (a piece of) a ship.

