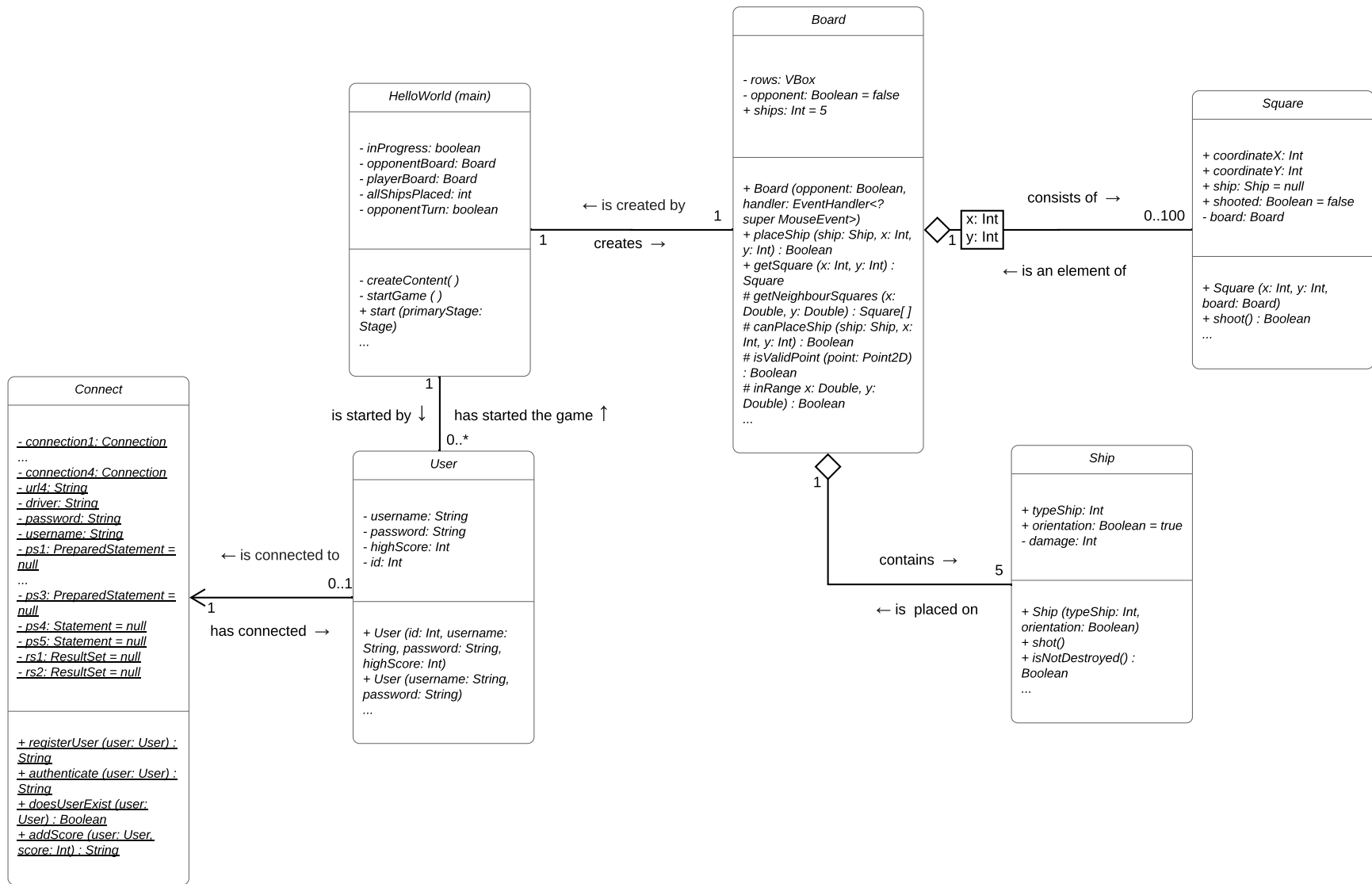


# Classdiagram NavalBattle

Group 79 | December 6, 2019

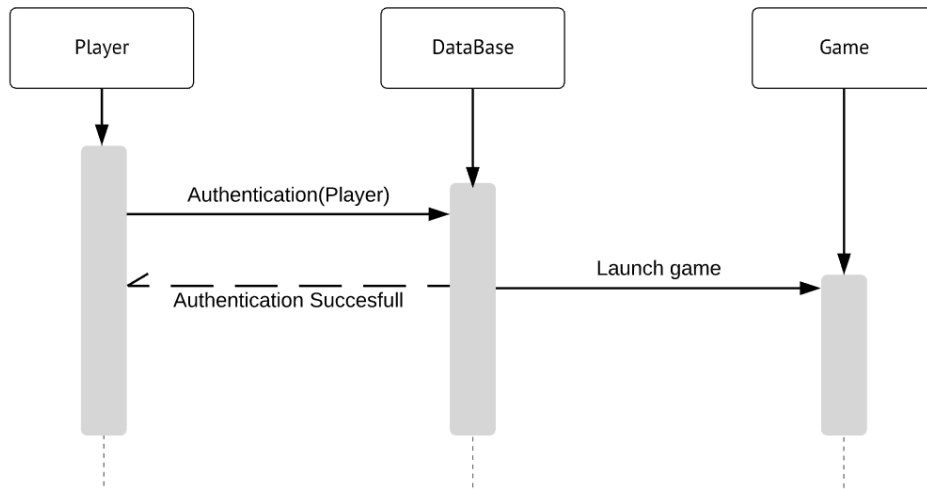


The core logic of the game is described by the classes Board, Square and Ship. The Board class takes care of generating the grid representing the board of the game & the Board class also verifies whether a ship can be placed and places the ship if so. The Square class represents a single cell of the 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.

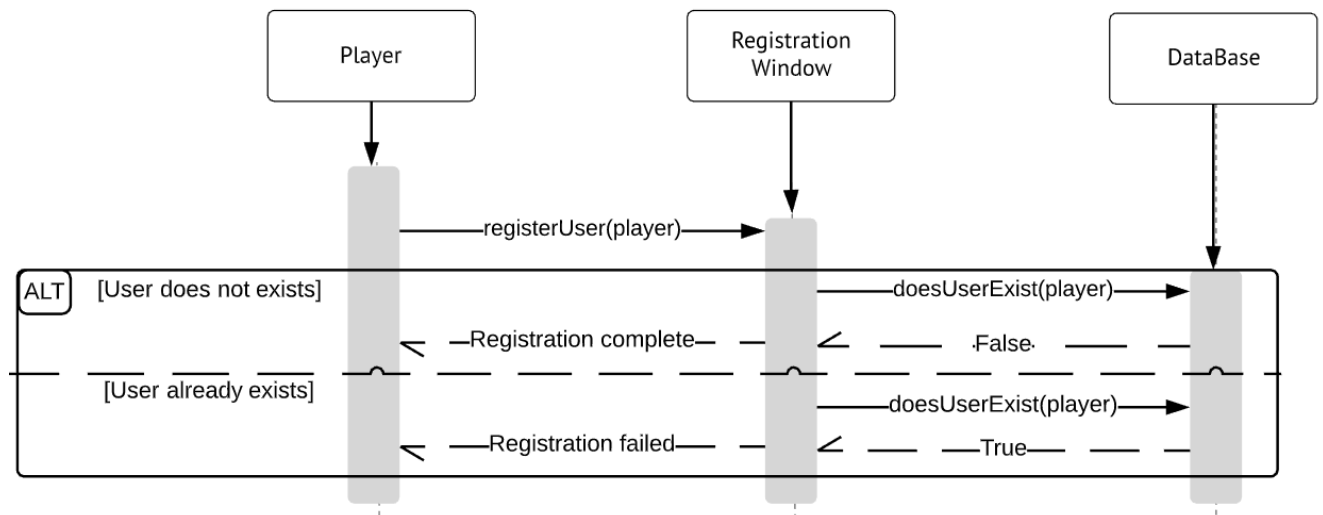
The User class contains the name, password, high score and id of the player. The User class is allowed to interact with the HelloWorld class if the database contains the user and the Connect class is able to authenticate the user. If the user does not yet exists in the database, the Connect class allows 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.

