

Board	
<ul style="list-style-type: none"> • The underlying structure to store the grid. • Generates the playing board • Get cell at pos. • knows all cells of the board 	Cell

Cell	
<ul style="list-style-type: none"> • knows if it is visited • knows x, y pos in grid • knows if it is a fort piece • knows if it is grass 	N/A

Text+BoardInfo	
<ul style="list-style-type: none"> • display board • get next board move • display opponent points • Manage Board 	Board Cell

TextMenu	
<ul style="list-style-type: none"> • display welcome message • display win message • display loose message • display unable to start message • display lower case message 	N/A

Text+UI	
<ul style="list-style-type: none"> • Start the game, handle the logic for the game. • Manage Board • Manage Text+Menu 	Board Cell

Main	
<ul style="list-style-type: none"> • Main to run the application. 	Text+UI