

```
import java.util.Date;

import java.util.List;


enum GameType {

    TWO_HUMAN_PLAYERS,

    HUMAN_AND_COMPUTER

}


enum PlayerType {

    HUMAN,

    COMPUTER

}


enum Outcome {

    WIN,

    TIE

}


public class Game {

    private Date startTime;

    private Date endTime;

    private GameType gameType;

    private List<Player> players;

    private List<Round> rounds;


    public void startGame() {
```

```
        // logic for starting a game
    }

    public void endGame() {
        // logic for ending a game
    }

    public void playRound() {
        //logic for playing a round
    }

    public Player calculateWinner() {
        // logic for calculating the winner
        return null;
    }
}

public class Player {
    private PlayerType type;
    private List<Torpedo> torpedoes;
    private List<Ship> ships;
    private int points;

    public void throwTorpedo() {
        // logic for throwing a torpedo
    }
}
```

```
public void positionShips() {  
    // logic for positioning ships  
}
```

```
public void collectPoints(Outcome outcome) {  
    // logic for collecting points based on the outcome  
}  
}
```

```
public class Round {  
    private Player attackingPlayer;  
    private Player defendingPlayer;  
    private Outcome outcome;  
  
    public void playRound() {  
        //logic for playing a round  
    }  
}
```

```
public class Ship {  
    private int size;  
    private int value;  
}
```

```
public class Torpedo {
```

```
private int x;  
private int y;  
}
```