Battleships

Methods trigger the different classes.

**Ship**

Def initialize(

@health = 2

@sink = false

end

def receive\_shot

@health = -1

sink if health = 0

def sink

@sink = true

end

**Ship**

Receive\_shot

Sunk?

Sink!

Health

**Cell**

Content

Add ship

Shoot! (grid reference on the board) The water also

Player = player.new

Player.shoot\_cell(:A1)

**Everytime we add a ship**

**Def decrement health**

**Decrements the health of the board.**

**Player**

**Option 1 – initialize the other person’s board**

**Option 3 – store as opponent**

**Game(logic):**

**Initialize 2 people**

**Method for play game**

**Def Play\_game**

**Player 1.add ship**

**Player2.add ship**

**Player1.start playing**

**Player2.start\_playing**

**Take turn**

**Player 1 is your go**

Water

Ship

Cell

Board

Player

Board

Player

Game