

Tank

- Manage TankBlocks
- Manage TankDamage
- Manage TankHealth
- knows tankNum

- GameLogic
- Map
- TankBlock

Map

- know map
- know availablePositions
- know mapSize
- manage tankGenerations

- GameLogic
- Tank

GameLogic

- know playerHealth
- know numOfTanks
- manage allTanks
- knows map
- initialize GameObjects
- Calculate TotalTankDamage
- Check PlayConditions

- Tank
- Map
- GameUI

TankBlock

- Know TankBlockCoordinates
- Know hitMarker
- know TankNumber

- Tank

GameUI

- validate UserInputs
- starts Game
- display Maps
- output gameResults
- output hitResults

- GameLogic