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CMPT 213

How the board will be drawn and how the user's move is handled

GameLogic and GameUI are both created in Main.

GameLogic is used as parameter for GameUI constructor so that it knows what logic to follow.

GameLogic contains Tanks and Maps objects for game logic.

We're assuming that the system perfectly generates all the tank objects in Map, if not then it forcibly exits the system and User has to recall again(Unlikely to happen unless exceeding standard # of tanks).

GameUI.startGame() will be called in main and thus all the Text Based UI and Objects initialization begins. After everything is generated based on argument inputs or default, System will prompt user for attack position input.

1. How the user's move is handled

Inside the GameUI class,

User asked for input, if invalid input, it will continue asking for a valid [charc][num] input until it is provided or if the player

2.How the map is generated

After receiving the correct input, the coordinates will get passed into GameLogic then into Map to check the entire board to see if it's a valid hit from the overall generated map. If it's a hit, it will check that position for the tankNumber. Map contains 0(empty) to num of total Tanks(ex. 1 to 5, representing tank number). After checking the spot of the map, it will mark it with a hitmarker/missmarker(-1, etc, x, space).

After checking and updating the Map Class, it will restart back the play loop based on WinCondition. It will once again print out the matrix generated from Map.getMap() in a game visual format. After everything is updated and printed out once again, it will ask user for valid attack coordinates again. This cycle will repeat until either the playerHealth(or fortress) reaches zero or all the tanks in Map class are destroyed.

So here GameUI is focused on only doing Player Interactions and system display

While Map is only in charge of keeping track of the entire board for tanks,hit and miss markers.

```
gameUI = new GameUI(gameLogic)
gameLogic = new GameLogic(numOfTanks, map)
```

