

GAME

- Placement of different types of ships on the grid at the beginning.
- Drives the players turn and also general game logic
- Check if a player reaches 'surrender' state. & outputs the same
- Confirms the game completion and declares the winner.

Player
Fleet
Grid

GRID

- Tracks both player's grid as separate objects.
- Track a Hit/Miss during every move of the players.
- Displays location of ships in his own fleet for each player.

Fleet
Player

ITEMS | ACTIONS

- Bomb (3x3 blast): Feature 1
- movement of ships: Feature 2
- Radar (Displays specific no. of grid's contents of the opponent): Feature 3
- keep track of usage of features by a player

Grid
Player

SHIP

- Keeps track of size of ship.
- Keeps track of damage (no. of hits) to ship.
- Keeps track of ship status (sunk or not) & outputs 'sunk'
- Faking a hit (create dummy ship object) : Feature 4

Fleet

PLAYER

- Attack opponent's fleet by inputting grid co-ordinates.
- Use Items (i.e., feathers)
- Able to see two grids (his own fleet and his attack on opponent's fleet)

Grid

Game

Items/Actions

FLEET

→ Keeps track of location
of all ships.

Ship
Grid
Game