

Game Status

- Keep track of whose turn it is
- Handle turn transition
- Keep track of who's the winner

- Player
- Ship
- Grid

Player

- Store player name
- Keep track of hits, misses

- Game

Ship

- Keep track of head and tail coordinates
- Store ship name
- Store ship length

- Game

Grid

- Determine if ship is sunk or not
- Get hit and miss signals
- Update board

- Game
- Ship

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