Overall, I am satisfied with my design decisions. The only thing I would really think to change would be some of my naming conventions, like where I named the main ship "ship", but named the pirate ships "pirate1" and "pirate2", instead of "pirateShip1" and "pirateShip2". Also some of the methods, like getShipLocation vs. getpShipLocation. I could have just made them both getShipLocation. Also, it didn't really matter for this particular assignment, but in retrospect, I probably should have made a Ship interface, and then had CCShip and PirateShip classes implement the Ship interface, as it could have save me from having to carryover the goSouth(), goNorth(), etc. methods. I just felt at the time that the ad enough different functions to warrant them being separate classes, but I probably could have pooled them together and then added the individual methods separately after they inherited the base methods.

   If I had done the stretch option, I would have replaced coloring part in the drawMap and drawIslands methods with loading an image and displaying it in the OceanMap class. For the button, I would have reset the values of the ship positions, and just ran drawMap again. To me that sounds easier than setting the specific islands back to water and then generating new islands.