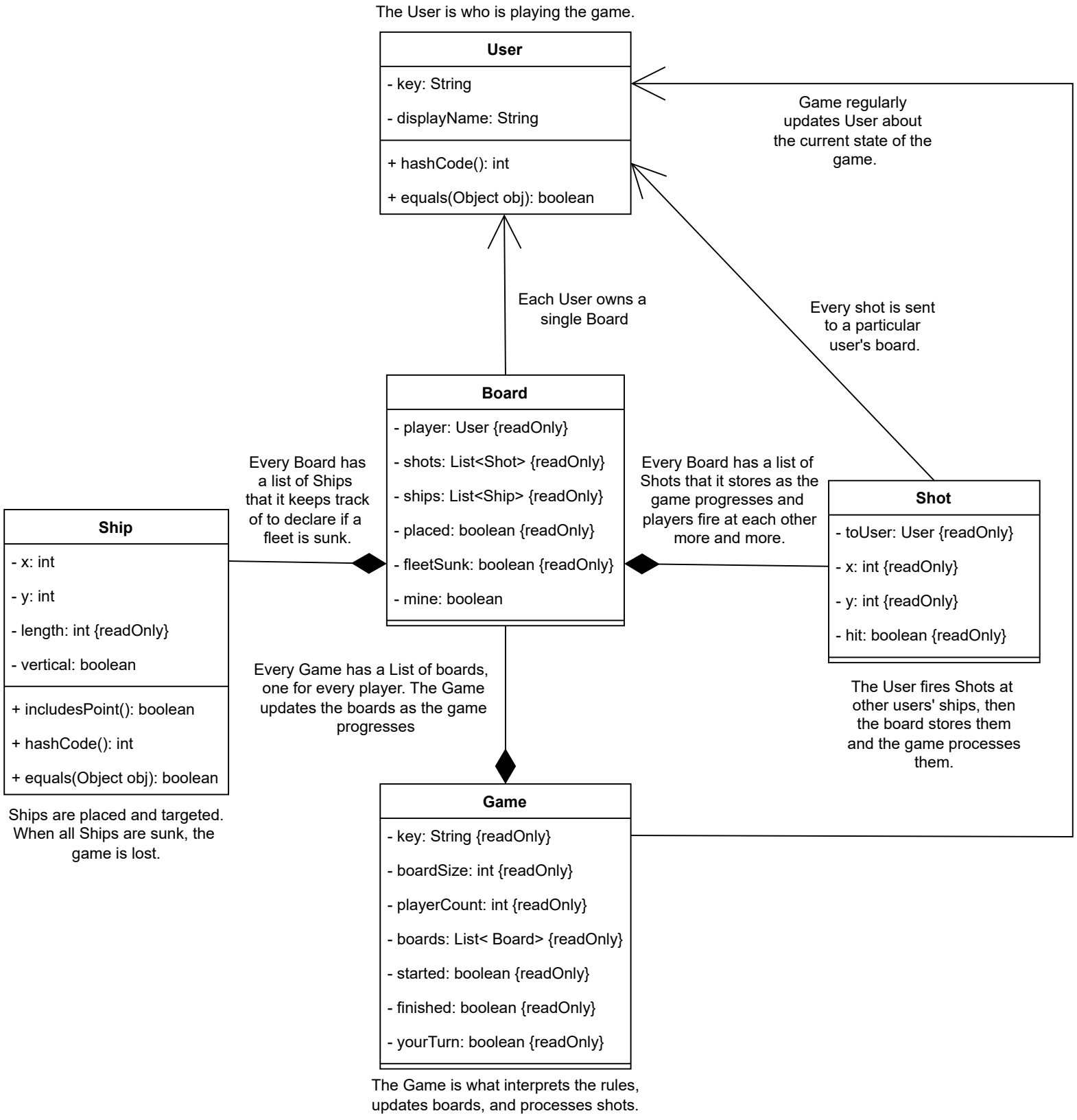
The User is who is playing the game.
User
- key: String
- displayName: String
+ hashCode(): int
+ equals(Object obj): boolean
Game regularly updates User about the current state of the game.
Each User owns a single Board
Every shot is sent to a particular user's board.
Board
- player: User {readOnly}
- shots: List<Shot> {readOnly}
- ships: List<Ship> {readOnly}
- placed: boolean {readOnly}
- fleetSunk: boolean {readOnly}
- mine: boolean
Every Board has a list of Ships that it keeps track of to declare if a fleet is sunk.
Every Board has a list of Shots that it stores as the game progresses and players fire at each other more and more.
Ship
- x: int
- y: int
- length: int {readOnly}
- vertical: boolean
+ includesPoint(): boolean
+ hashCode(): int
+ equals(Object obj): boolean
Ships are placed and targeted. When all Ships are sunk, the game is lost.
Shot
- toUser: User {readOnly}
- x: int {readOnly}
- y: int {readOnly}
- hit: boolean {readOnly}
The User fires Shots at other users' ships, then the board stores them and the game processes them.
Every Game has a List of boards, one for every player. The Game updates the boards as the game progresses
Game
- key: String {readOnly}
- boardSize: int {readOnly}
- playerCount: int {readOnly}
- boards: List< Board> {readOnly}
- started: boolean {readOnly}
- finished: boolean {readOnly}
- yourTurn: boolean {readOnly}
The Game is what interprets the rules, updates boards, and processes shots.