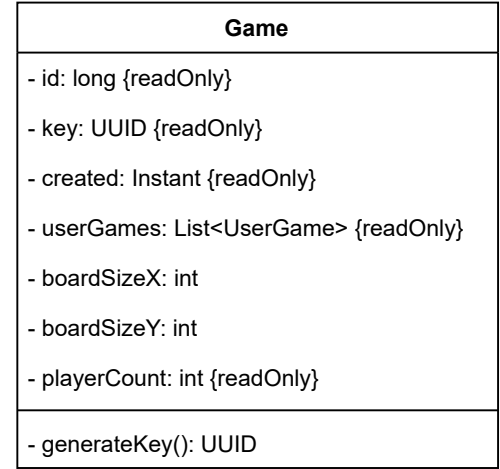
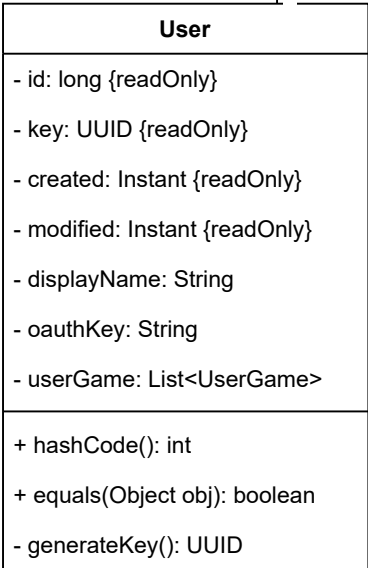


The Game entity contains the information pertaining to gameplay.



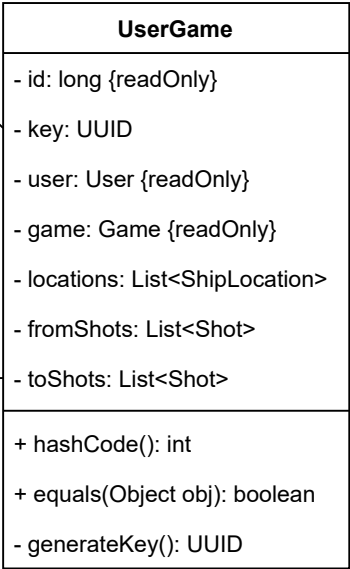
Game is where the business of playing the game happens. When the user opens the app, a game object is created and then the game initializes the user's UserGame instance.

UserGame is the liason between the user and the rest of the game. All information coming to User goes through UserGame first.

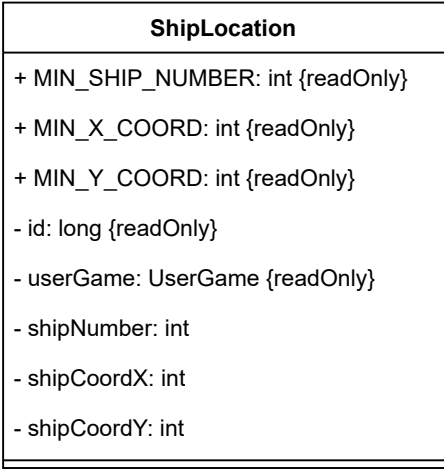


The User entity represents the player.

UserGame is the central information hub. Any information it does not have, it gets by querying the other entities.

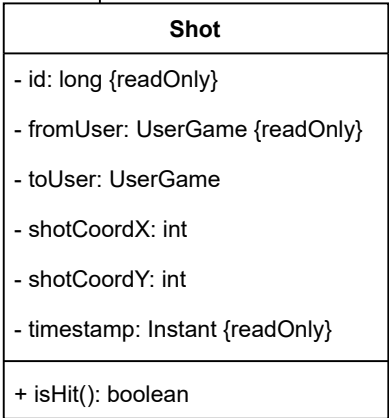


ShipLocation is the entity responsible for storing each player's ship locations.



The user will place all of their ships before they can join a game. UserGame owns the ShipLocation instances and updates them as the game progresses.

The user fires/creates a volley of shots. The shots are reported to UserGame to be processed.



The User fires shots at other users' ships.