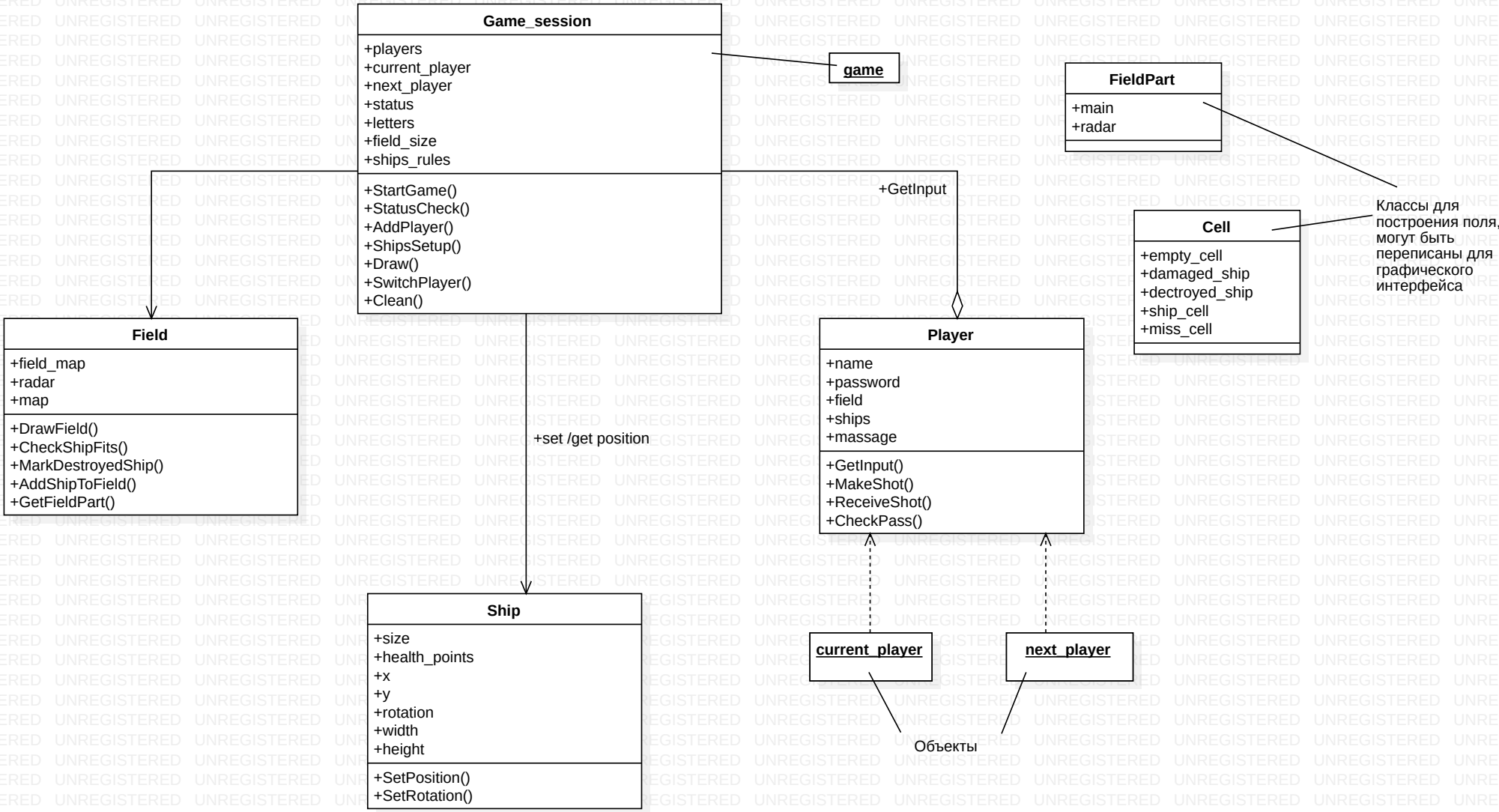
Model_Main
Game_session
+players
+current_player
+next_player
+status
+letters
+field_size
+ships_rules
+StartGame()
+StatusCheck()
+AddPlayer()
+ShipsSetup()
+Draw()
+SwitchPlayer()
+Clean()
game
FieldPart
+main
+radar
+GetInput
Классы для построения поля, могут быть переписаны для графического интерфейса
Cell
+empty_cell
+damaged_ship
+dectroyed_ship
+ship_cell
+miss_cell
Field
+field_map
+radar
+map
+DrawField()
+CheckShipFits()
+MarkDestroyedShip()
+AddShipToField()
+GetFieldPart()
+set /get position
Player
+name
+password
+field
+ships
+massage
+GetInput()
+MakeShot()
+ReceiveShot()
+CheckPass()
Ship
+size
+health_points
+x
+y
+rotation
+width
+height
+SetPosition()
+SetRotation()
current_player
next_player
Объекты