

Game	
Accepts command-line arguments	Board
Starts a game	TextUI
Decides if a player wins or loses	

TextUI	
Accepts command-line arguments	Game
Asks user for input	
Starts a game	
Decides if a player wins or loses	

Board	
Knows tank number	Tank
Knows the total damage of all tanks	Cell
Knows if more tanks can be placed	
Places tanks and keeps track of them	
Displays board	

Tank	
Knows its remaining cells	Cell
Calculates its damage	

Fortress	
Knows its remaining health	
Manage health	

Cell	
Knows if it belongs to a tank	Tank
Knows the tank it belongs to	
Knows if it's hit	
Manages hit status	