

- round\_counter: int + GameController() + ~GameController() + getRoundCounter(): int + incrementRoundCounter(): void + buildFleet(fleet: Fleet&, fleetName: const std::string&): void fleetAttacksFleet(attackingFleet: Fleet&, targetFleet: Fleet&, gameWorld: GameWorld&, attackingFleetName: const std::string&, targetFleetName: const std::string&): void GameWorld - height: int - width: int - grid: std::vector<std::vector<Battleship\*>> + GameWorld(worldWidth: int, worldHeight: int, fleet1: Fleet&, fleet2: Fleet&) - ~GameWorld() + getHeight(): int + getWidth(): int moveShip(ship: Battleship\*, newX: int, newY: int): void + getShipAtPosition(x: int, y: int): Battleship\*

+ removeShip(ship: Battleship\*): void

+ displayGameWorld(): void

+ swapShips(ship1: Battleship\*, ship2: Battleship\*): void

GameController