

Game	
<u>Responsibilities</u>	<u>Collaborators</u>
Know whose turn it is	Player
Instructs other components to initialize	Board
Determine winner if one exists	

Board	
<u>Responsibilities</u>	<u>Collaborators</u>
Hold the cells associated with the board	Cell
Maintain the structure of board/grid	Player

Player	
<u>Responsibilities</u>	<u>Collaborators</u>
What board is mine	Game
Which ships are mine	Board
Which ships are alive	Ship
Did I lose the game?	
Initiate shots	

Ship	
<u>Responsibilities</u>	<u>Collaborators</u>
What type of ship	Cell
What are my coordinates in Board?	Board
Have all my coordinated been hit? Alive or	Player

dead?	
Repair myself (feature)	

Cell	
<u>Responsibilities</u>	<u>Collaborators</u>
Where is my position onboard/grid?	Board
Is ship on my cell?	Ship
Has the cell been attacked?	

CaptainQuarterBehavior	
<u>Responsibilities</u>	<u>Collaborators</u>
Checking if armor exists	CaptainsQuarterNoArmour
	CaptainsQuarterArmour

CaptainQuarterArmour	
<u>Responsibilities</u>	<u>Collaborators</u>
Sinks ship or removes the armor	Ship, Cell, CaptainQuarterBehavior

CaptainQuarterNoArmour	
<u>Responsibilities</u>	<u>Collaborators</u>
Sinks ship	Ship, Cell, CaptainQuarterBehavior

Minesweeper	
<u>Responsibilities</u>	<u>Collaborators</u>
Adjust minesweeper object	Ship
CaptainBheavior is called	

Destroyer	
<u>Responsibilities</u>	<u>Collaborators</u>
Adjust destroyerobject	Ship, CaptainQuarterBehavior
CaptainQuarterBehavior	

Battleship	
<u>Responsibilities</u>	<u>Collaborators</u>
Adjust battleshipobject	Ship, CaptainQuarterBehavior
CaptainBheavior is called	

Sonar	
<u>Responsibilities</u>	<u>Collaborators</u>
Showing the state of the cell objects within a certain parameter	Player, Location,