

Game	
<u>Responsibilities</u>	<u>Collaborators</u>
Loop Player turns with rules	Player

Board	
<u>Responsibilities</u>	<u>Collaborators</u>
Keep track of Cell objects	Cell
Belongs to a player	Player

Player	
<u>Responsibilities</u>	<u>Collaborators</u>
Maintains Board of Cells	Board
Part of Game	Game
Uses Weapons	Weapon
Uses MoveFleetCommand	MoveFleetCommand
Has Ships	Ship

Ship	
<u>Responsibilities</u>	<u>Collaborators</u>
Check if ships are hit/sunk	Minesweeper, Dest, Submarine, Battleship
Owned by Players	Player
Updated by GPS	ShipGPS
Tracked by Cell	Cell

ShipGPS	
<u>Responsibilities</u>	<u>Collaborators</u>
Tracks Ships for updates	Ship
Updated by Observer	Observer

Cell	
<u>Responsibilities</u>	<u>Collaborators</u>
Interfaced with Subject	Subject
Used by Board	Board
Tracks Ships	Ship
Quantified by xyz coordinates	Location

CaptainsQuarters	
<u>Responsibilities</u>	<u>Collaborators</u>
Track CQ on each ship	Minesweeper, Dest, Submarine, Battleship

Minesweeper	
<u>Responsibilities</u>	<u>Collaborators</u>
Has a CQ	CaptainsQuarters
Is a Ship	Ship

Destroyer	
<u>Responsibilities</u>	<u>Collaborators</u>
Has a CQ	CaptainsQuarters
Is a Ship	Ship

Battleship	
<u>Responsibilities</u>	<u>Collaborators</u>
Has a CQ	CaptainsQuarters
Is a Ship	Ship

Submarine	
<u>Responsibilities</u>	<u>Collaborators</u>
Has a CQ	CaptainsQuarters
Is a Ship	Ship

Sonar	
<u>Responsibilities</u>	<u>Collaborators</u>
Is a Weapon	Weapon
Has a Player	Player

Bomb	
<u>Responsibilities</u>	<u>Collaborators</u>
Is a Weapon	Weapon
Has a Player	Player

Laser	
<u>Responsibilities</u>	<u>Collaborators</u>
Is a Weapon	Weapon
Has a Player	Player

Weapon (abstract)	
<u>Responsibilities</u>	<u>Collaborators</u>
Has a Weapon	Bomb, Laser, Sonar, Minefield
Has a Player	Player

Observer (interface)	
<u>Responsibilities</u>	<u>Collaborators</u>
Update GPS	ShipGPS

Subject	
<u>Responsibilities</u>	<u>Collaborators</u>
Observes Cell	Cell

Location	
<u>Responsibilities</u>	<u>Collaborators</u>
Provides coordinates for Cells	Cell

Command (interface)	
<u>Responsibilities</u>	<u>Collaborators</u>
Interfaces MoveFleetCommand	MoveFleetCommand

MoveFleetCommand (implements Command)	
<u>Responsibilities</u>	<u>Collaborators</u>
Interfaced by Command	Command
Owned by Player	Player