Objects:

* Game - keeps track of win conditions, ai player, boards
* Board - keeps track of the ship placements, hit marks, misses, open spaces
* Ships - keeps track of healthy/hit parts, whether it’s sunk or not
  + 1-long (4)
  + 2-long (3)
  + 3-long (2)
  + 4-long (1)
* “AI” strategy of enemy player - strategy for the computer player (difficulty setting)
  + RandomAI
  + SmarterAI
* SoundEffectsPlayer - when you hit things make explosion noises and splash sound when you don’t.
* AnimationGUI - panes for placing ships, playing the game, choosing gamemode, etc.
* Game mode - normal or with power-ups
* Power-ups - allow user to use various items instead of normal, single hits
  + Airplane
  + Bombs
* Bank - how much money player has to buy power-ups