Game

Manages the logic and flow of the game.	GameBoard
Knows the current score.	
Knows the win conditions.	TextUI
	Opponent

GameBoard

Manages rows and columns of a 10x10 grid of cells.	Fort
Manages the placement of opponent forts.	
	Cell

FortManager

| Manage a list of N opponent forts. | Fort |

Fort

Manages the random location of fort.	Cell
Generates the polyomino shape.	
Know its damage/destroy state.	

Cell

Manages state information for a single cell.	GameBoard
Generates the polyomino shape.	
Knows if the cell has been hit or occupied yet or not.	

TextUI

Manages command-line arguments.	Game
Manages player's inputs.	
Displays the game board, scores, and feedback	GameBoardPrinter

GameBoardPrinter

Manage the display of the game board	TextUI
Shows the hits, misses, and the fog of war.	
	GameBoard