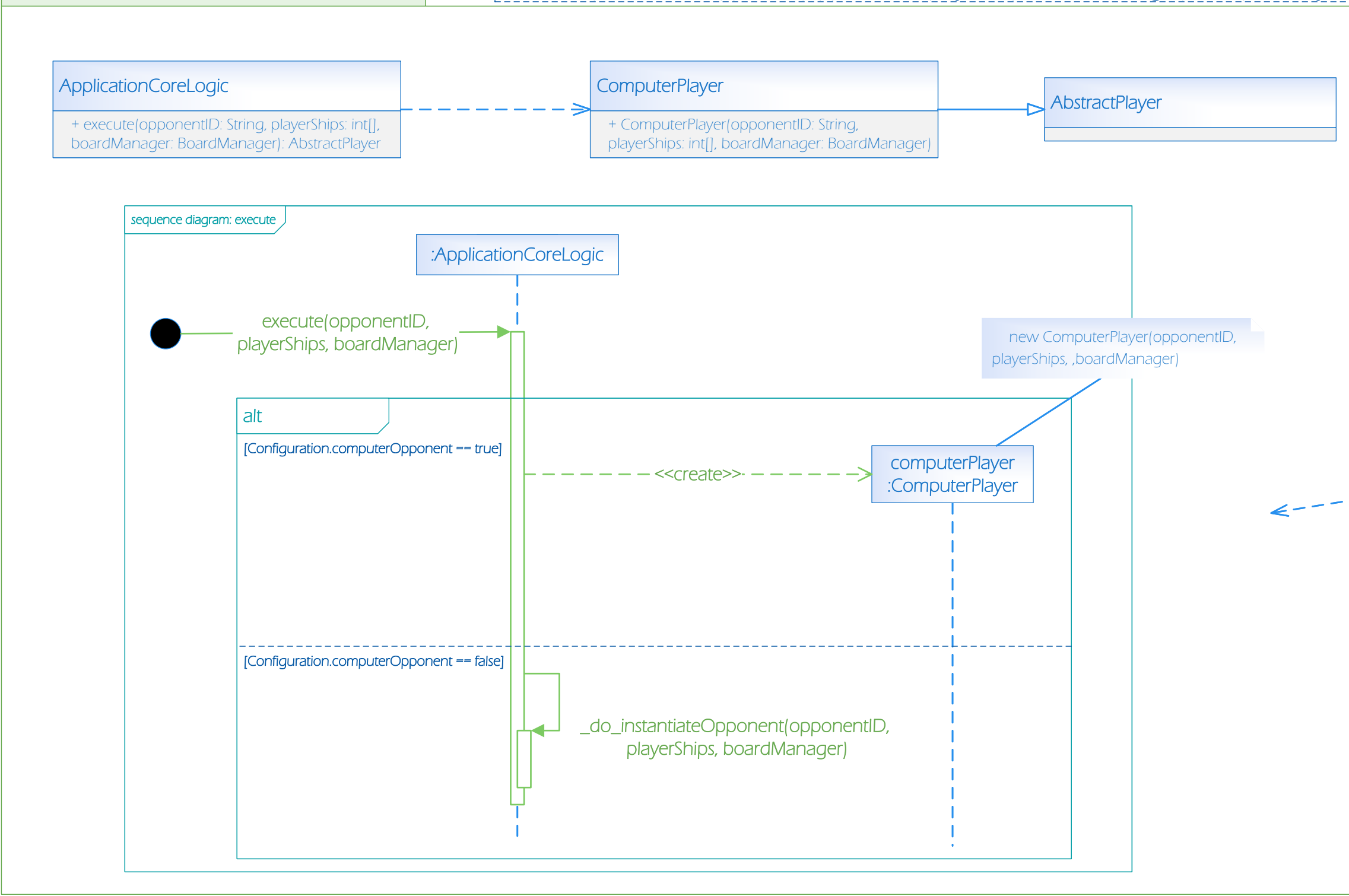


R: Application with configuration variable computerOpponent set to true should create computer opponent

<<theme>>  
PlayWithComputerOpponent

[<Battleship.instantiateOpponent(opponentID, playerShips, boardManager), ComputerPlayer.ComputerPlayer(opponentID, playerShips, boardManager)>]



<<theme>>  
BattleshipGame

Bind[<Battleship.instantiateOpponent(opponentID, playerShips, boardManager), ComputerPlayer.ComputerPlayer(opponentID, playerShips, boardManager)>]