

## Classes

Add ship sinking check

Add orientation to place ship method

Add player name to missile grid

Add hit or miss to missile grid missiles

Add more code to main (add calls to other class methods)

Add counter in ship grid that says how many ship parts haven't been hit

Shaded diamond = class defined in another class

Unshaded diamond = not defined in another class but inside that class

BattleshipGame

MissileGrid

ShipGrid

MainMenuGUI

NameInputGUI

ShipPlacementGUI

TurnGUI

TurnChangeGUI

GameOverGUI

Week 1:

Main menu and name screen

Week 2:

Grid classes, Ship class, Missile class

Week 3:

Finish Grid, Ship and Missile, ShipSetupGUI

Week 4:

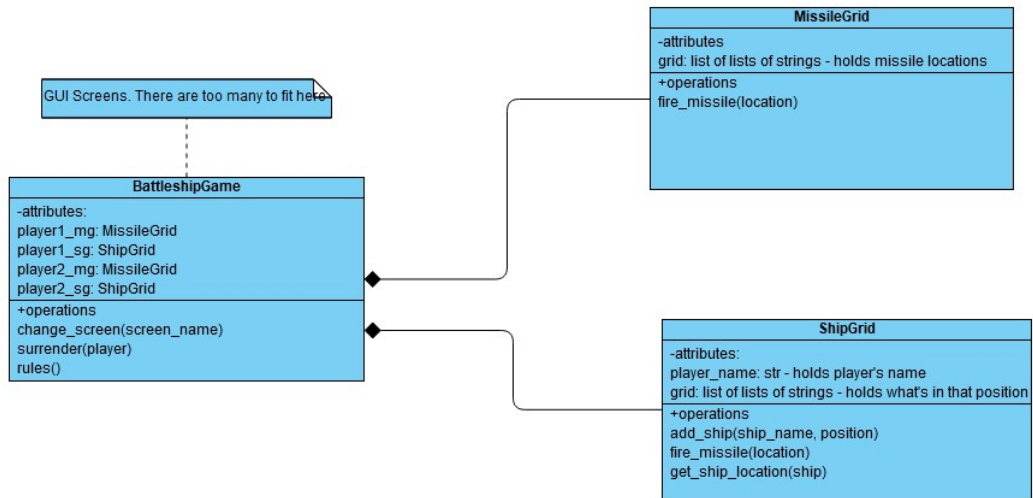
TurnGUI and TurnChangeGUI

Week 5:

GameOverGUI

Week 6:

Finishing up, bug fixing.



There are probably more things I need to add, but this is all I can think of right now. I decided that I do not even need a ship class, they can just be characters in the strings in the grids