

CRC cards

Class Game	
<ul style="list-style-type: none">- displays the introductory message- displays the board- places tanks onto the board- know if game completed or on going	TankCollection Board Fortress

Class Board	
<ul style="list-style-type: none">- generates 2D grid of cells- knows cell coordinates of its cells- updates cells- displays board- displays cheat board	Cell

Class Cell	
<ul style="list-style-type: none">- knows its own coordinate- knows the content of coordinate- knows if hit or not	

Class TankCollection	
<ul style="list-style-type: none">- holds collection of tanks- maintains number of active tanks- displays Alive tanks and their damage output	Tank

Class Tank	
<ul style="list-style-type: none">- knows number of undamaged cells- knows its status (active/inactive)- knows damage output- knows its shape	

Class Fortress	
<ul style="list-style-type: none">-holds the health of the fortress-displays fortress health	

Class Display	
<ul style="list-style-type: none">-displays the active board grid with the status of each and every cell-display the damage output of every tank-displays the health of the user's fortress	