```
Model::Main
                                                                                                                                                                                                                                                            LaserComponet
                                                                                                                                                                                                            EngineComponent
                                                                                                                                                                                                                                                                                                                                                 PlayerBoard
                                                                                                                    «enumeration»
                                                                                                                                                                                                                                                                                                                       +playerName: String
+grid: Components
                                                                                                                CABIN
ENGINE
                                                                                                                                                                                                                                                                                                                       +addComponent(x: int, y: int, component: Component): void +removeComponent(x: int, y: int): void
                                                                                                                 LASER
CARGO_HOLD
CONNECTOR
                                                                                                                                                                             ShieldComponent
                                                                                                                                                                                                                                                                                                                        +validateStructure(): boolean
                                                                                                                                                                                                                                                      Component
                                                                                                                                                                                                                       +id: int
                                                                                                                                                                                                                                                                                                     +contains
                                                                                                                 CREW_QUARTERS
                                                                                                                                                                                                                             +type: Component
+connections: List<Direction>
                                                                                                                                                                                                                             +isOperational: boolean
                                                                                                                    «enumeration»
                                                                                                                                                                                                                             +rotate(direction: Direction): void
                                                                                                                       Direction
                                                                                                                                                                                                                            +isCompatibleWith(other: Component): boolean
                                                                                                                 TOP
RIGHT
BOTTOM
                                                                                                                 LEFT
```