## OceanExplorer

Start(Stage oceanStage)
Main(String[] args)
drawMap()
loadPirateShipImage()
loadShipImage()
startSailing()

## OceanMap

OceanMap(int dimensions, int islandCount) drawMap(ObservableList<Node> root, int scale) insertIsland(ObservableList Node> root, int scale, int x, int y)

## PirateShip

PirateShip(OceanMap oceanMap) getPirateLocation() moveShip() Update(Observable o, Object arg)

## Ship

Ship(OceanMap oceanMap) getShipLocation() goEast() goWest() goNorth() goSouth()