

CRC CARDS

By Ruben and Pratham

1)

Cell	
Defines cell attributes Provides methods for getting and setting attributes for cells	

2)

Fort	
Define attributes of a fort Provides methods of getting and setting attributes for forts	

3)

Game Manager

Creates opponent's forts
Responsible for calculating points for each opponent
Checks if player has won or lost

Cell
Fort

4)

Board Manager

Creates initial game board
Responsible for working on user input

Cell
Fort
Game Manager

5)

TextUI

Displays game board Display opponent's points Takes user input Displays the result of game	Game Manager Board Manager Cell Fort
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6)

Main

Responsible for taking input from the terminal Responsible for starting the program Displays message when fort creation fails	TextUI
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