Milestone 2: CRC Cards

The Quintet
Devin Burke, Rey Koki and Daniel Torres

Game

- Initializes battlefields for player 1 and player 2
- Initializes player2
- Sets up player 1 and AI ships
- Tracks player 1 and player 2 moves
- Sets up game board
- Runs game loop

- Battlefield

- Battleship

- InitialInputCoordinate

- AttackInputCoordinate

- player2

Battlefield

- Initialize dimensions (10x10 grid)
- Builds and prints game board for display
- Keeps track of ships on board
- Keeps track of attacks on board
- Returns results of hit

- Game

- Battleship

Battleship

- Contains ship type, length and placement coordinates
- Contains ship horizontal and vertical look up tables

- Game

- Battlefield

- Ship_LUT

Player2

- Keeps track of attacks and modifies LUT
- Randomly places ships on board

- Game

- LUT

LUT

- Creates look up table with board game size (10x10)
- Creates Attack LUT

- Player2

Ship_LUT, Superclass: LUT

- Keeps track of ship orientation for LUT creation
- Creates look up table for ships

- Ship

InputCoordinate

- Tracks initial coordinate
- Verifies input coordinates are inside of board
- Returns transformed coordinates

- None

InitialInputCoordinate, Superclass: InputCoordinate

- Gets user input for initial ship placement
- Return horizontal and vertical ship coordinates
- Verifies ship placement is on board

- Game

AttackInputCoordinate, Superclass: InputCoordinate

- Receives user input on attack coordinates
- Returns attack transformed coordinates

- Game