

# Milestone 1: CRC Cards

**The Quintet**

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# BattleshipGame

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- Receive input to start game
- Initialize Battlefield
- Ask player where to put ships
- Inform Battlefield of location choices
- Keep track of players turn
- Keep track/display score
- Retrieve attack information from offensive player
- Give Battlefield the attack coordinate
- Retrieve hit/sunk status from Battlefield
- Communicate miss/hit/sunk status to players

- Battlefield

# Battlefield

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- Initialize dimensions (10x10 grid)
- Receive coordinate choices and instantiate Battleship
- Retrieve player's attack coordinate from BattleshipGame
- Query Battleship for hit/sunk
- If hit/sunk, inform Battleship for updates
- Inform BattleshipGame of hit/sunk/miss
- Query Battleship for current status
- Keep track of active Battleship objects via Battleship status
- If all current Battleship status is 0, inform BattlefieldGame of victory/loss

- BattleshipGame
- Battleship

# Battleship

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- Receive and store coordinates from Battlefield
- Communicate location coordinates to Battlefield
- Keep track of current state
- Communicate status (health) to Battlefield
- Determine/communicate if it was sunk to Battlefield

- Battlefield