USER\_COMMANDS MODEL model\_access + ETF\_MODEL\_ACCESS ETF\_COMMANDS model + ETF\_PLAY ETF\_MOVE ETF\_MODEL+ feature -- { A, B, C } play(row,column,player\_move.projectile\_move) + ETF\_FIRE move(row,column) fire ETF\_ABORT pass abort + ETF\_PASS output:STRING out:STRING model\_access old\_ship\_location,ship\_location,projectile\_location COMMANDS COMMANDS ARRAY2[STRING + MOVE\_COMMAND MOVE\_COMMAND + PASS\_COMMAND TUPLE[INTEGER\_32,INTEGER\_32]