Battleship CRC Cards

Class Name	Responsibilities	Collaborators
Driver	- Keeps track of who's turn it is and if someone's lost - Passes attack information between the UI and the map	UI Map player_info

Class Name	Responsibilities	Collaborators
Players_info	- Keeps track of players names -Keeps track of weapons left. -Keeps track of number of ships.	Driver

Class Name	Responsibilities	Collaborators
Map	- Keeps track of ship locations, which positions users have attacked with what weapon (hit/miss) and which ships are alive.	Driver Ship Weapon

Class Name	Responsibilities	Collaborators
UI	- Takes user input and passes it to the driver -Display Interface	Driver Map

Class Name	Responsibilities	Collaborators
Ship	- Keeps track of what kind of ship this is - keeps track of where the ship is, and what health(damage) is left - keeps track of whether the ship is sunk or still there	Driver Map

Class Name	Responsibilities	Collaborators
Weapon	- Keeps track of what kind of weapon was used	Driver Map