GUI

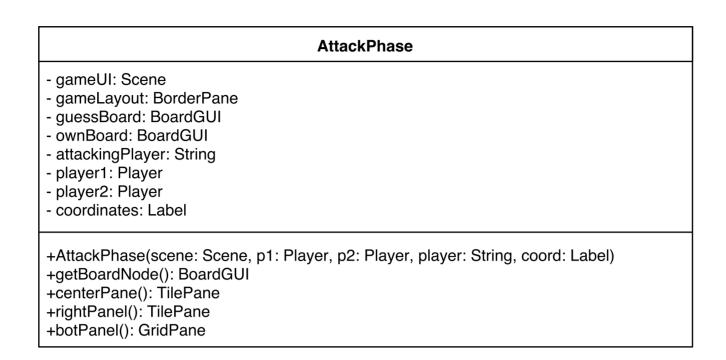
Displays setup battleField() rightPanel() botPanel()

EndSetupHandler Ends setup and goes to attackPhase

BoardGUI - board: GridPane - gridSize: int - gridWidth: int - actualWidth: double - shipImage: ImageView - blocksize: double +BoardGui(gridSize: int, gridwidth: int) +addValuesFromArray(boardArray: int, boardType: String) +getGridSize(): int +getGridWidth(): int +getGridBlockSize(): double +getBoardGrid(): GridPane +getImage(image: String)

+setupBoardFromShipObjects(ship: Ship)

- xWindowSize: int - yWindowSize: int - primaryStage: Stage - gameUI: Scene +main +start(primaryStage: Stage) -> Exception



Settings ~ botHeight: int ~ yWindowSize: int ~ xWindowSize: int ~ bigGridWidth: int ~ smallGridWidth: int ~ sidePanelWidth: int

- playerAttacking: Player - playerAttacked: Player - player1: Player - player2: Player - thisPlayer: String - nextPlayer: String - blockSize: double - x: int - y: int - scene: Scene - coordinate: Label +AttackClickHandler(BlockSize: double, scenee: Scene, p1: Player, p2: Player, attackingPlayer: String) +handler(myEvent: MouseEvent)

Text Version

