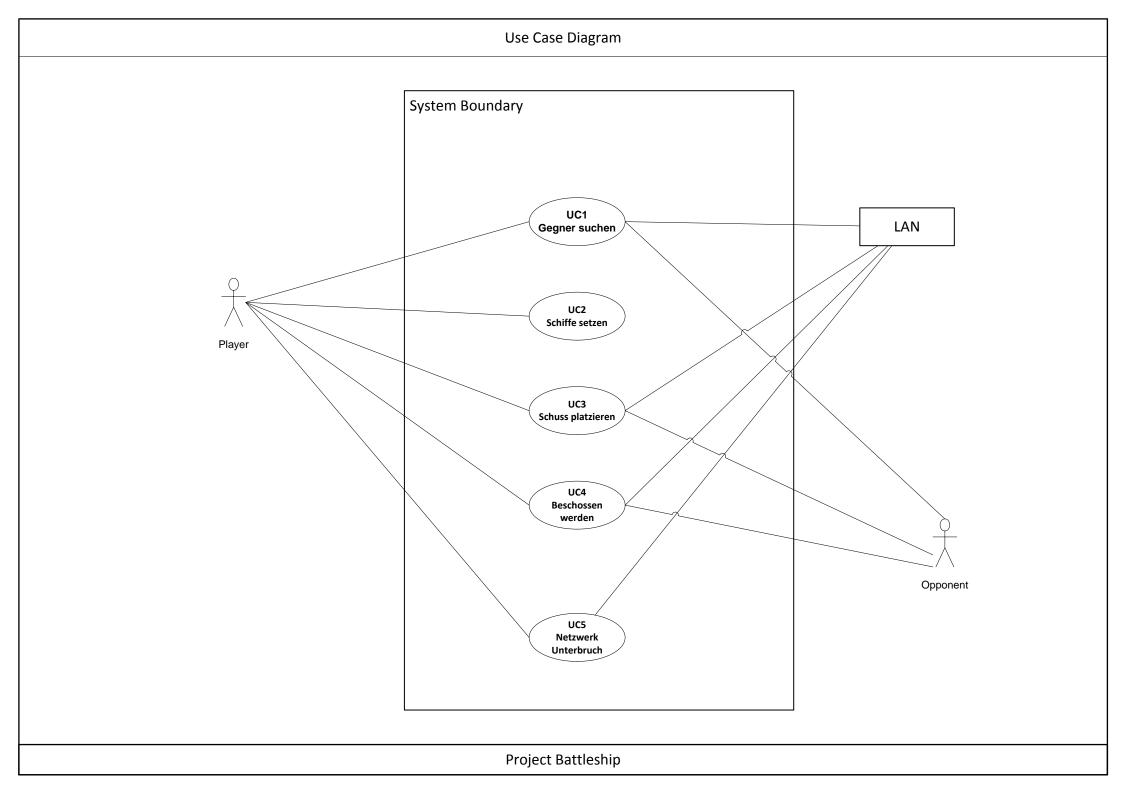
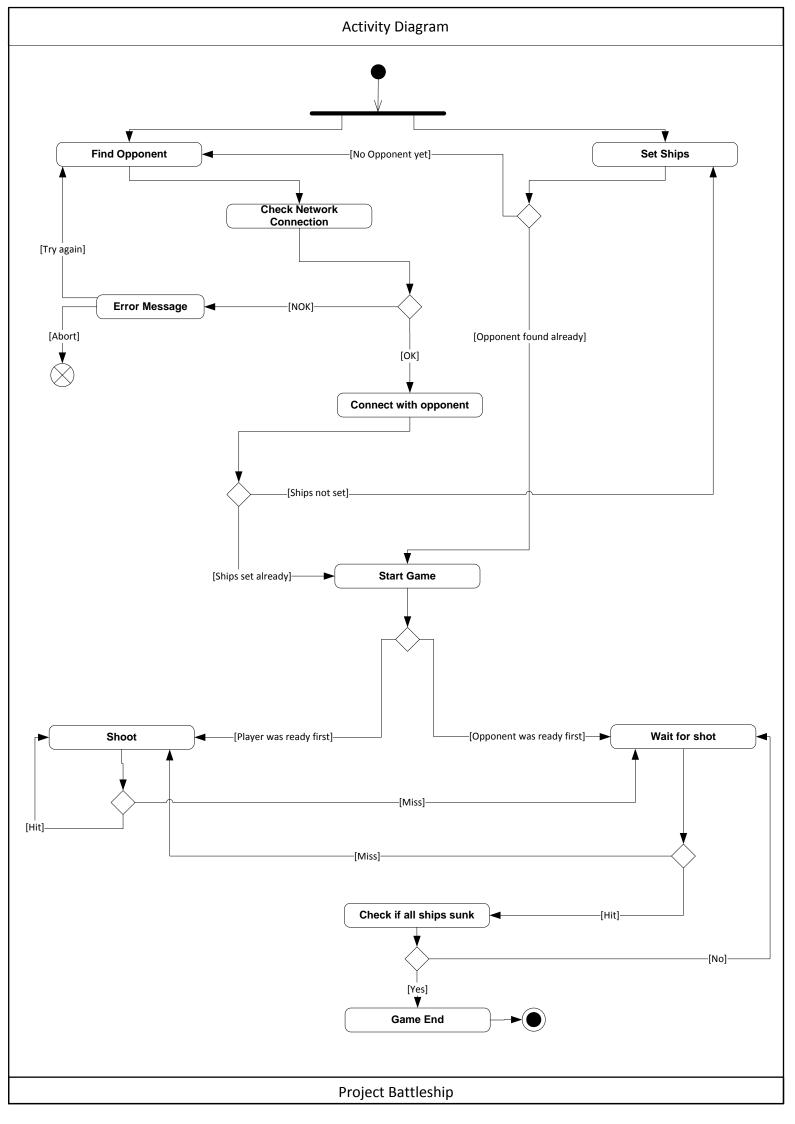
Domain Model 1 1 1 GUI Board 1 1 2 1 Ship Game Player 1 Connection Shot 1 **Project Battleship**





Class Model 2 1 GUI Game Player Board -Size() -PlacedShips[] +ID +Name +ActivePlayer +Status +GameStatus +Board -Shots[] +LocalPlayer +Opponent +Connection +Game Ready() PlaceShips() Shoot() GetShot() CheckPlacement() 1 1 1 Ship Connetcion Shot +Game -Size -Place +Opponent -Name CheckNetwork() FindOpponent(ID) StartListener() SendCommands() **Project Battleship**