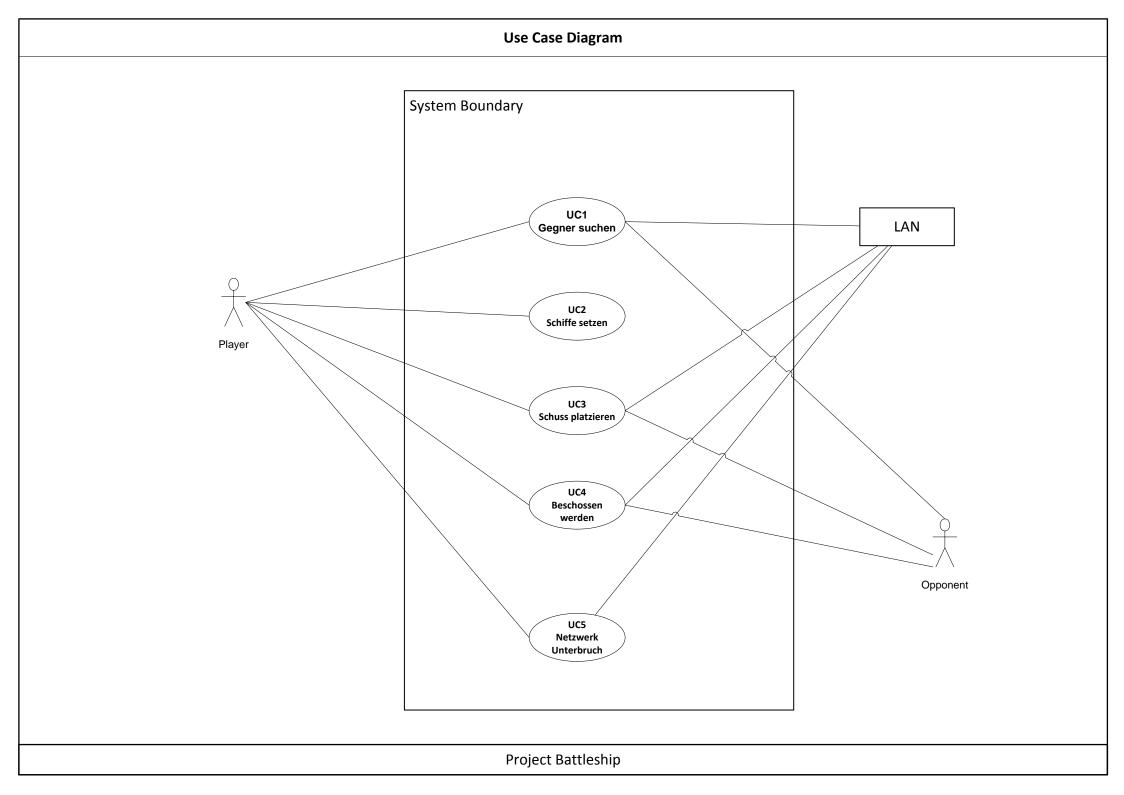
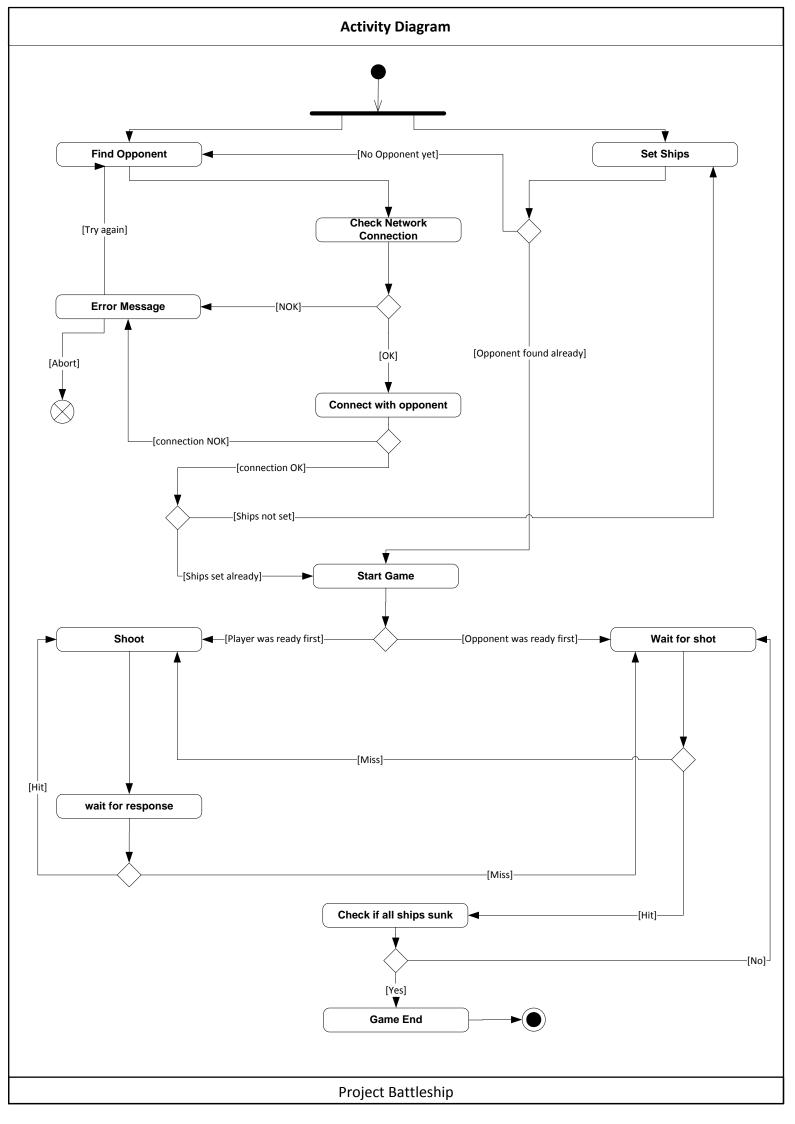
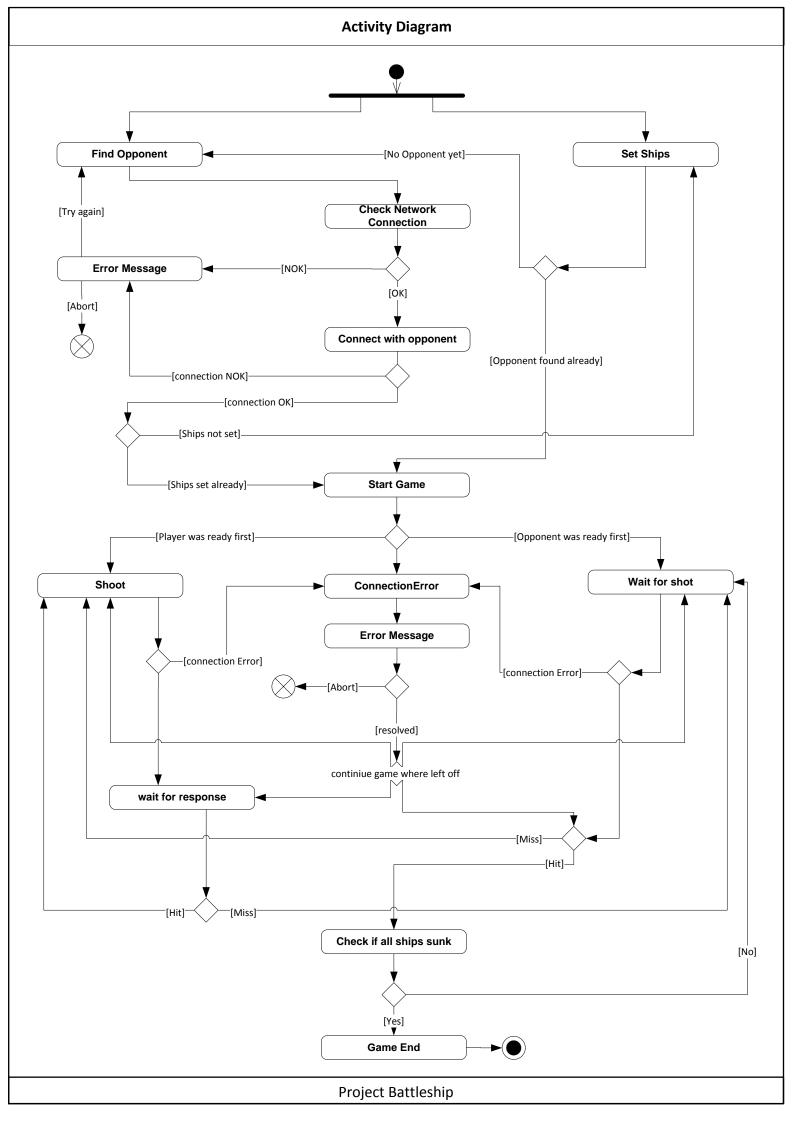
Domain Model 1 1 1 GUI **Board** 1 1 2 1 Game Player Ship 1 Connection Missile 1 **Project Battleship**







Class Model 2 1 GUI Player Game Board +ID +Name -Size() -PlacedShips[] +ActivePlayer +Status +GameStatus +Board -Missiles[] +LocalPlayer +Opponent +Game +Connection Ready() PlaceShips() Shoot() GetShot() CheckPlacement() 1 1 1 Ship Missile Connection +Game +Size +Coordinates +Opponent +State(Hit or Miss) +Name +Position +Direction +State CheckNetwork() FindOpponent(ID) StartListener() Hit() SendCommands() **Project Battleship**