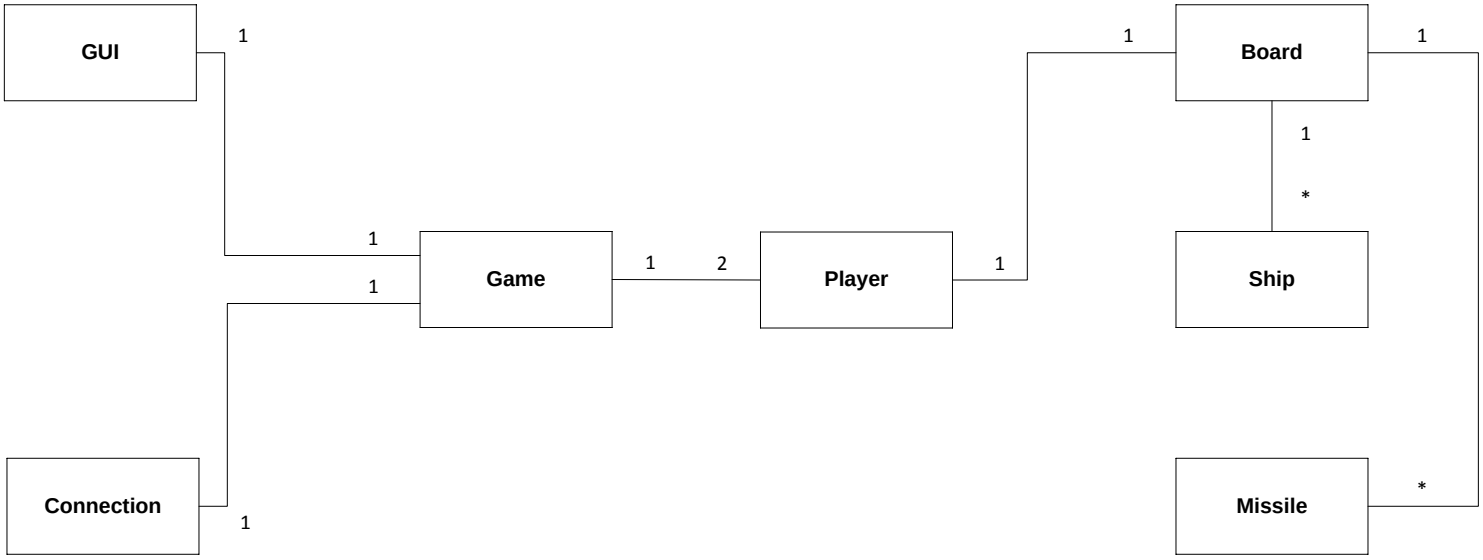
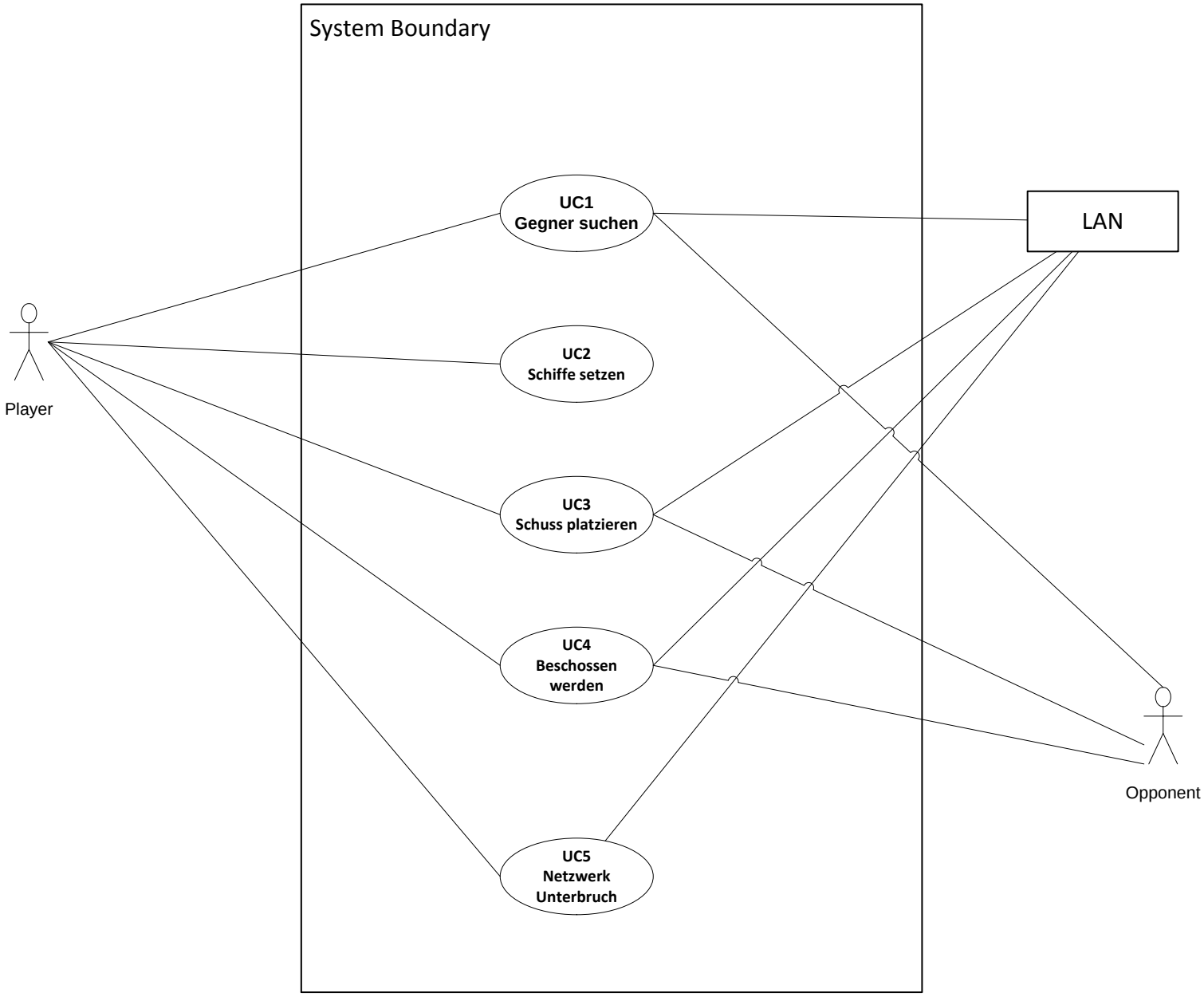
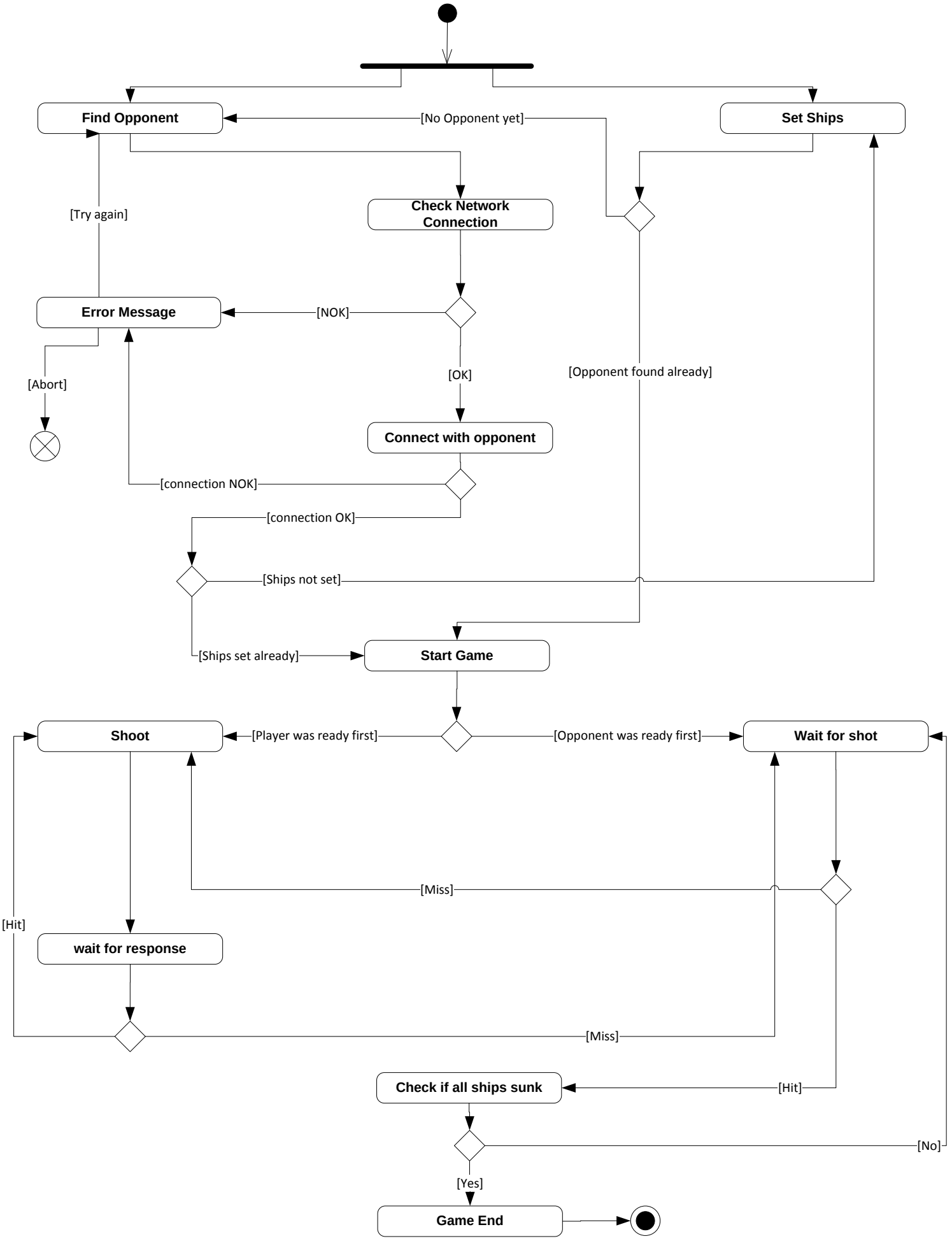
Domain Model



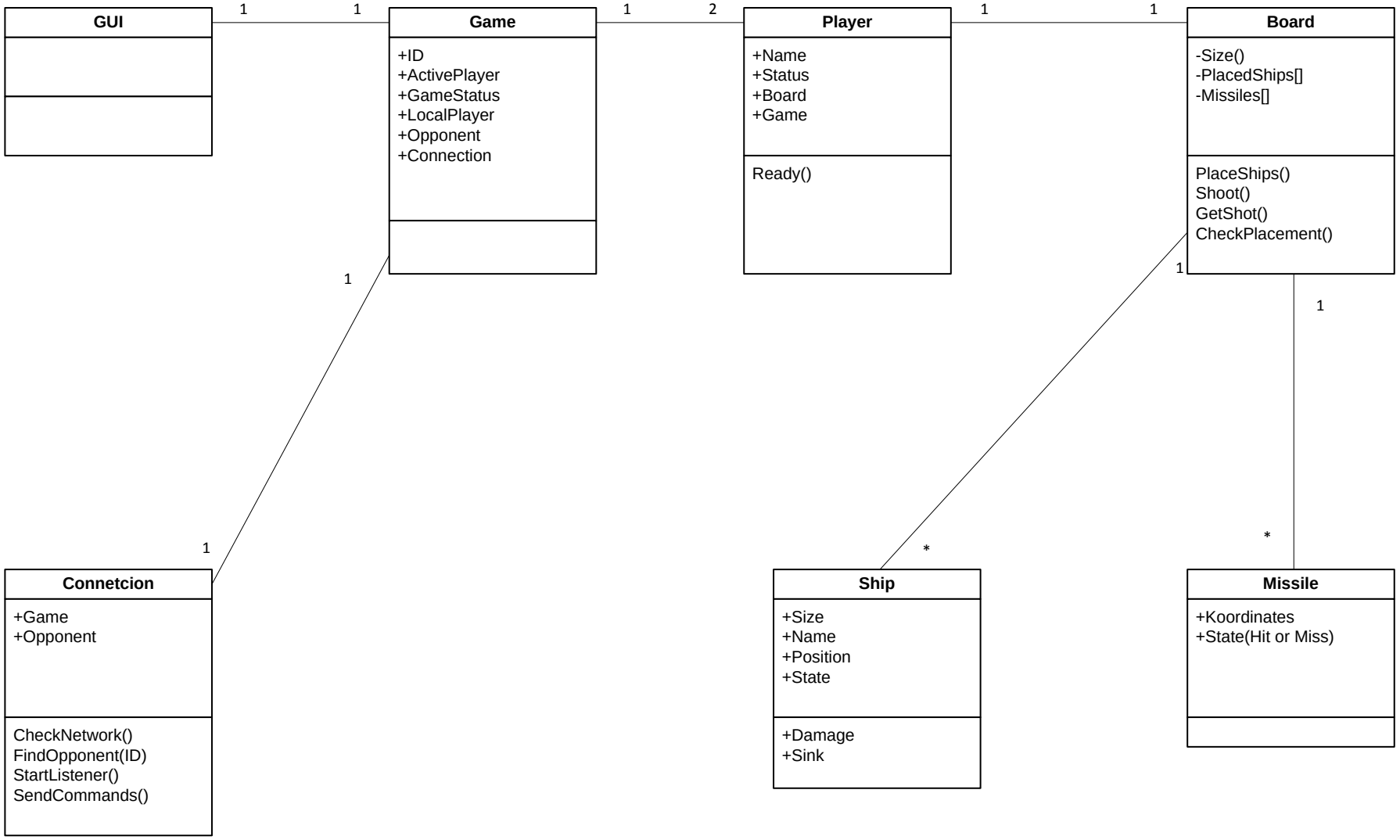
Use Case Diagram



Activity Diagram



Class Model


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