

Boat

Stores the starting x,y coordinates of the boat

Stores the ending x,y coordinates of the boat

Stores the size of the boat

Board

WarboatsModel

Carrier (extends Boat)

Battleship (extends Boat)

Destroyer (extends Boat)

PatrolBoat (extends Boat)

Submarine (extends Boat)

Board

Holds a 2-D array of markers that represent the game board

Boat

Marker

Marker

Holds the x and y position it's placed on the board

Board

Knows if there is a boat on top of it

Knows if there is a hit marker on top of it

WarboatsModel

Handles the gameplay

WarBoatsClient

Sends the coordinates of firings to the other player

WarboatsServer

Receives the coordinates of firing from the other player

Boat (and its children)

Board

Places boats on the board

Marker

WarboatsClient

Establishes a client to connect to a server

Registers classes to be serialized and sent to server

Receives messages from server about game progress

Coordinates

GameOver

BeginGame

Rematch

WarboatsServer

WarboatsServer

Creates a server for a client to connect to

Registers classes to be serialized and sent to the client

Receives messages from client about game progress

Coordinates

GameOver

BeginGame

Rematch

WarboatsClient

WarboatsNetwork

Looks for a server to connect to on launch of the game, then makes current game window a client

WarboatsServer

If a server isn't found in 5 seconds it makes the current game window a server

WarboatsClient

BeginGame

Sent over the network to the opponent to signal
that the player is ready to begin the game

WarboatsClient

WarboatsServer

WarboatsModel

Coordinates

An object that contains the coordinates of shots taken that is sent between the server and the client.

WarboatsServer

WarboatsClient

WarboatsModel

GameOver

Sent over the network to the opponent to signal that the game has been won by someone and it is over.

WarboatsServer

WarboatsClient

WarboatsModel

Rematch

Sent over the network to the opponent to signal
that the opposing player wants a rematch

WarboatsServer

WarboatsClient

WarboatsModel