

Class UnitResponsibilities:

- Store boolean values of whether the unit is occupied by a tank and whether unit is visible or fog-covered.
- Store boolean value of whether the unit has been hit.

Collaborators:class: TetrominoResponsibilities:

- contain array of units that make up one tank.
- Store boolean value of whether the tank is destroyed or not.

Collaborators

Unit.

class: TankResponsibilities

- store integer values of health and damage - which counts the number of cells in the tank that has not been hit yet, and calculates damage according to that.
- Also store an instance of Shape called shape.
- once hit, decrease health and damage, in takeDamage().
- Fire on fortress with damage int in fire().
- remove the tank if remove() is called.

Collaborators

Tetromino

Class: FortressResponsibilities

- store integer value of health, which keeps track of damage Fortress can receive.
- once hit by damage of integer, subtract damage from health to keep track in takeDamage().
- pass in ^a unit and fire on that unit to destroy a tank or miss in fire (unit coordinates).

Collaborators

<u>Responsibilities</u>	<u>Class: Board</u> <u>Collaborators</u>
<ul style="list-style-type: none"> • create tanks of numbers passed by user and place those tanks on board. • construct a Board using the tank creation methods. • print out board state. • take turns in takeTurn() - pass in coordinate from user, hit the cell, destroy tank if applicable, reveal from fog • check to see if game is over. 	Unit Fortress Tank

<u>Responsibilities</u>	<u>Class: Game UI</u> <u>Collaborators</u>
<ul style="list-style-type: none"> • has main function to run all things. • print out needed output. 	Board