<<class>>

**SingleGame**

Player A <IBattleShip...>

Player B <IBattleShip...>

score A

score B

\*BoardA

\*BoardB

const()

sendPlayerBoard()  
look at forum but pretty much as before  
- delete the prints

<<class>>

**GeneralGameManager**

array <PlayerInfo>;

array < BoardGenerator>;

array <GameInfo>;

func gameThread ()

func results() ??

<<class>>

**PlayerBoard inherits BoardData**

invalidatePoint(Coordinate c)

<<class>>

**Player inherits IBattleShipAlgo**

Board (derived from boardData)

battleship functions

private:

calculateNextAttack

<<class>>

**BoardGenerator**