Driver Class
-   ArrayList<Ship> _ships
-   int currentTurn
-   PFont titleF
-   String gameState
+   void setup()
+   void startGame()
+   void title()
+   void startButtons()
+   void mouseClicked()
+   void draw()
+   void game()
+   void keyPressed()
+   void setup()

instantiates →

Ship
-   int attackStat
-   int armorStat
-   int speedStat
-   Armor armor
-   int x
-   int y
-   float heading
-   int owner
+   Ship()
+   Ship(int, int, int, int, int, float, float, int)
+   int[] getPos()
+   float getHeading()
+   float rotate(float)
+   void move()
+   boolean alive()
+   int getAttack()
+   int getArmor()
+   int getSpeed()
+   int setAttack()
+   int setArmor()
+   int setSpeed()
+   boolean attack(Ship s)
+   void hit()
+   void main (string[] args)

Armor
-   Int level
-   ALHeap _armor
+   Armor()
+   Armor(int lvl)
+   Int size()
+   String toString()
+   void setLevel(int lvl)
+   void removeMax()

← instantiates