

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
- Ship boat
+ boolean alive()
+ int getAttack()
+ int getArmor()
+ int getSpeed()
+ int setAttack()
+ int setArmor()
+ int setSpeed()
+ boolean attack( Ship s)
+ =void hit()
+ void main (string[] args)

↓ instantiates

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

