Battleship Object Reference Diagram

App

Game — Tutorial

Player — Player

Tutorial
- OceanGrid
- TargetGrid

Player (left):
- OceanGrid
  - Ships[ ]
  - ShipFact(ships)
  - Cells[x100]
    - Cell
      - CellState
      - ShipRef
      - ShipSymbol
- TargetGrid
  - Cells[ ]

Player (right):
- OceanGrid
  - Ships[ ]
  - ShipFact(ships)
  - Cells[x100]
    - Cell
      - CellState
      - ShipRef
      - ShipSymbol
- TargetGrid
  - Cells[ ]