

Cell	
<ul style="list-style-type: none">- track is hit or missed- keep TankID	None

Fortress	
<ul style="list-style-type: none">- manage User health	

GameState	
<ul style="list-style-type: none">- manage starting game- manage ending game- manage messages	Fortress Tank

Field	
<ul style="list-style-type: none">- manage field cells- generate tanks	Cell GameState

Tank	
<ul style="list-style-type: none">- manage cells' states- attack fortress	Cell Fortress