

model related class :

Tanks: responsibility: Manage numbers of tank cells. coll
Manage tank damage

Fortress: responsibility: Manage fortress remaining structural strength. coll: shoot position.
Manage fortress took damage per round.
Manage shoot position

Battle Field: responsibility: Manage tanks position and number coll: Tank.
Manage one position's status. Fortress
Manage start state

Winner: responsibility: Manage fortress coll: Battle Field
Manage Battle Field.
Manage the winner status (fortress win, tank win, still fighting)
Manage visibility of Battle Field (with fog in fighting, with no fog when game stops)

UI class :

Main:

responsibility: Manage all UI class. coll: startState

Shoot Position.
Cheat Map.

startState :

responsibility: Manage user's input number of tank.
Manage tank number

col: Battlefield.

ShootPosition:

responsibility: Manage user's input shooting position.
Manage Winner

coll: winner

Cheat Map :

responsibility: Manage the visibility status of Battlefield. col: Battlefield.