

CRC cards

Class Game	
<ul style="list-style-type: none">- take user input- know if game completed or on going	TankCollection Board Fortress

Class Board	
<ul style="list-style-type: none">- generates 2D grid of cells- knows cell coordinates of its cells- updates cells- places tanks onto the board	Cell

Class Cell	
<ul style="list-style-type: none">- knows its own coordinate- knows the content of coordinate- knows if hit or not	

Class TankCollection	
<ul style="list-style-type: none">- holds collection of tanks- maintains number of active tanks	Tank

Class Tank	
<ul style="list-style-type: none">- knows number of undamaged cells- knows its status (active/inactive)- knows damage output- knows its shape	

Class Fortress	
<ul style="list-style-type: none">-holds the health of the fortress	

Class Display	
<ul style="list-style-type: none">-displays the active board grid with the status of each and every cell- displays cheat board- displays Alive tanks and their damage output-displays the health of the user's fortress	