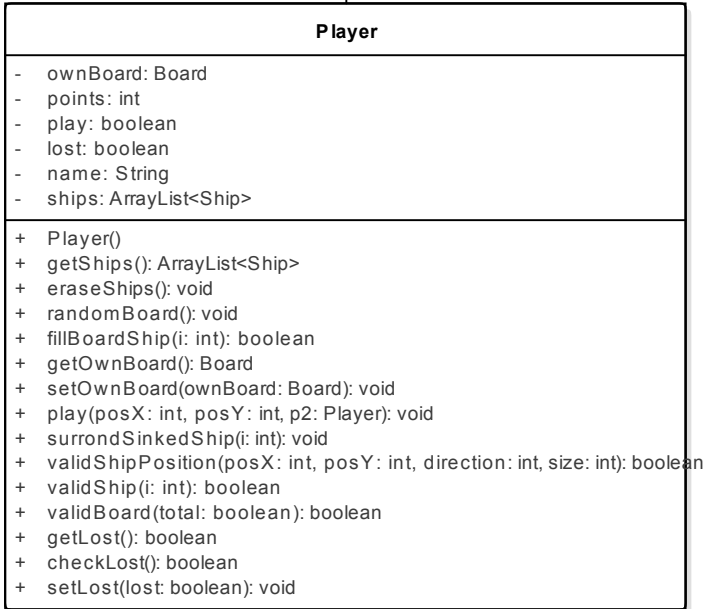


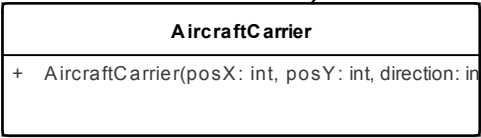
-ownBoard

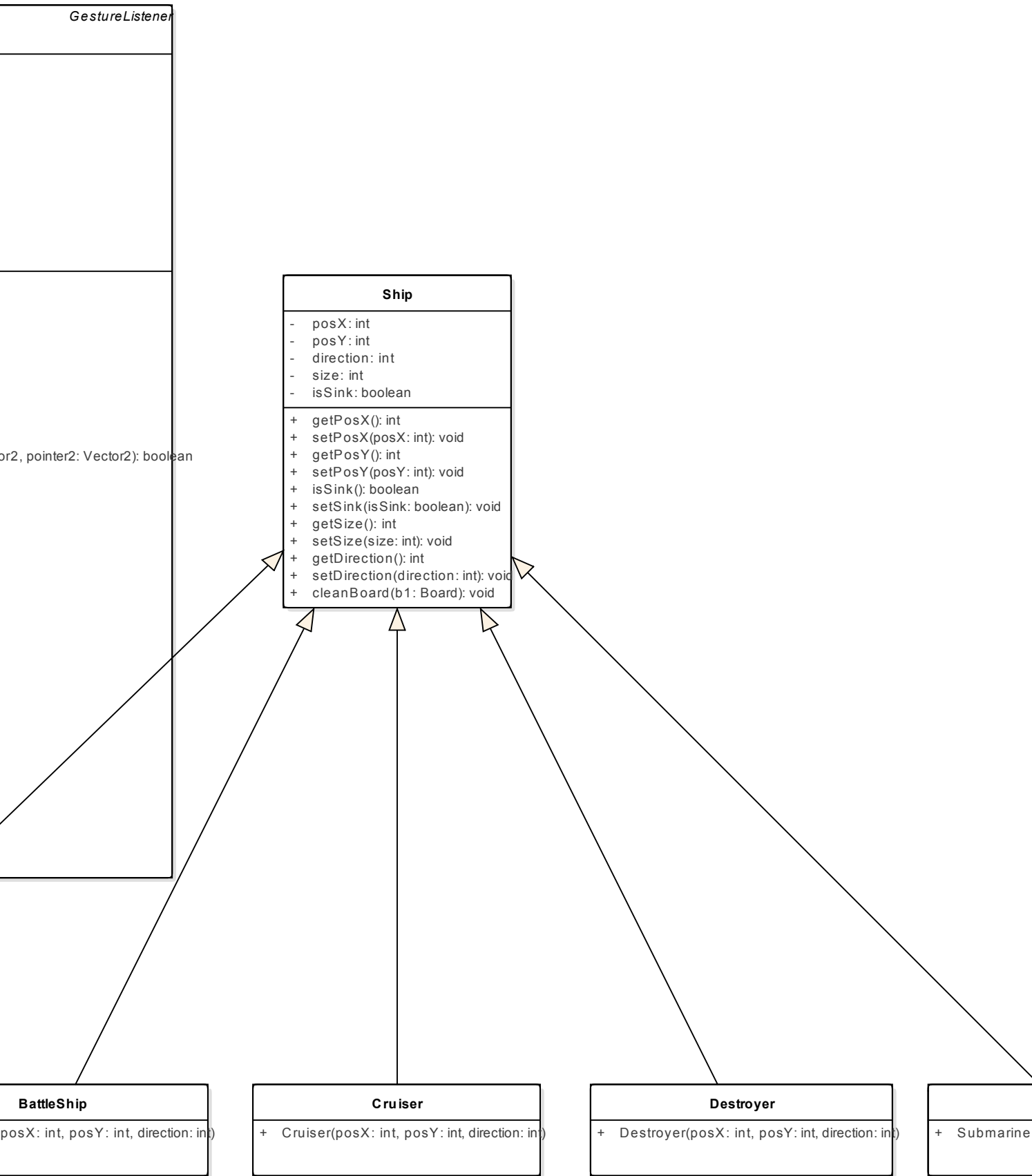


-pla-player1



Game





Submarine
(posX: int, posY: int, direction: int)

<div><div>~ menu: Screen</div><div>~ place: Screen</div><div>~ play: Screen</div><div>- player1: Player</div><div>- player2: Player</div><div>- height: int</div><div>- width: int</div></div>	
<div><div>+ create(): void</div><div>+ initPlay(): void</div><div>+ getPlayer1(): Player</div><div>+ setPlayer1(player1: Player): void</div><div>+ getPlayer2(): Player</div><div>+ setPlayer2(player2: Player): void</div><div>+ gesture(gestureHandler: GestureHandler): void</div><div>+ getHeight(): int</div><div>+ setHeight(height: int): void</div><div>+ getWidth(): int</div><div>+ setWidth(width: int): void</div><div>+ getPlay(): Screen</div></div>	

