

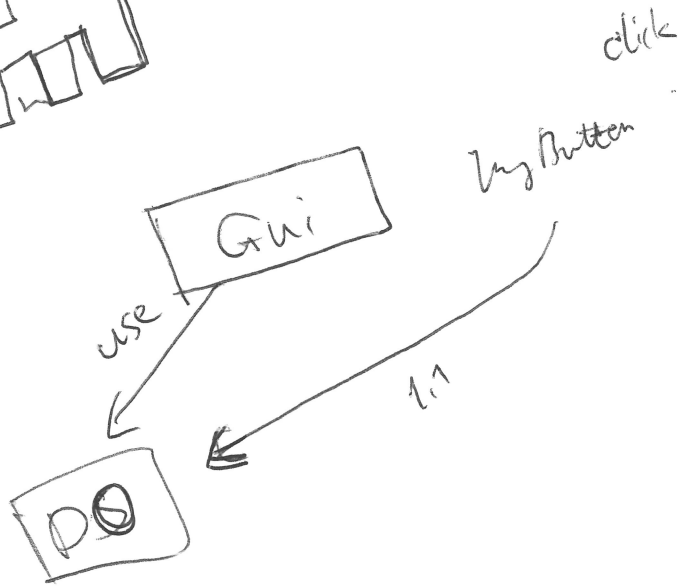
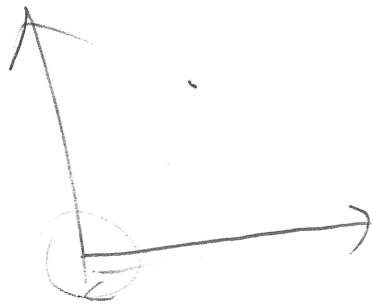
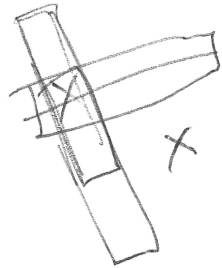
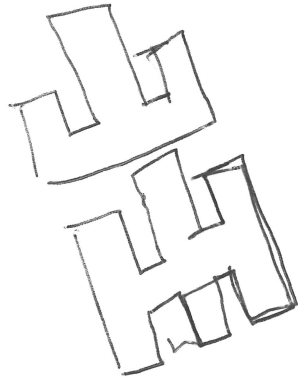
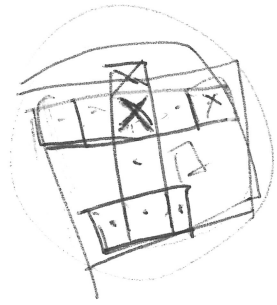
GUI ————— DH

AI ————— HZ

game-engine

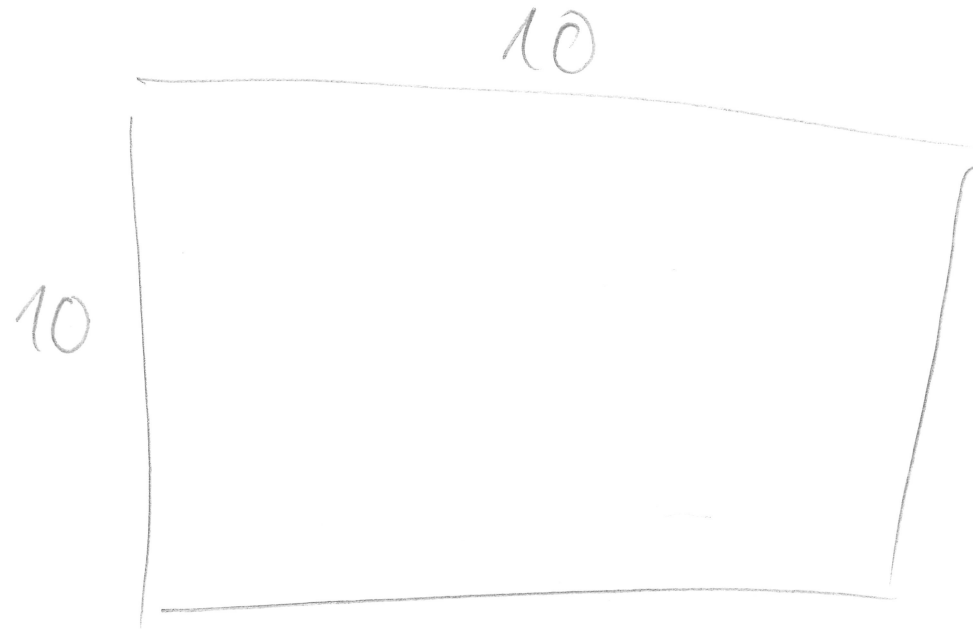
data-objects

app Updater ————— DH

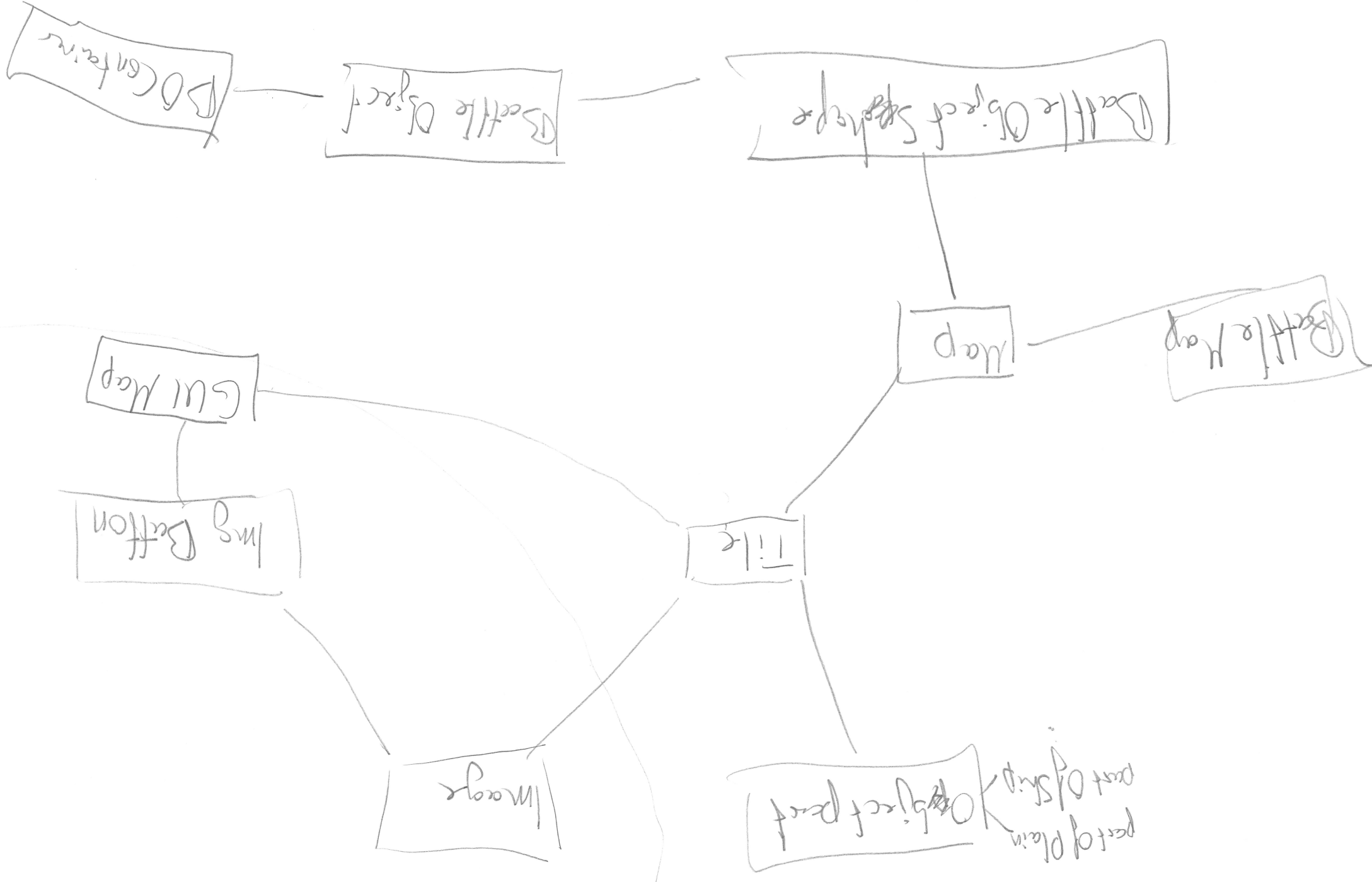


Game Button extends Img Button
- Position

GUI



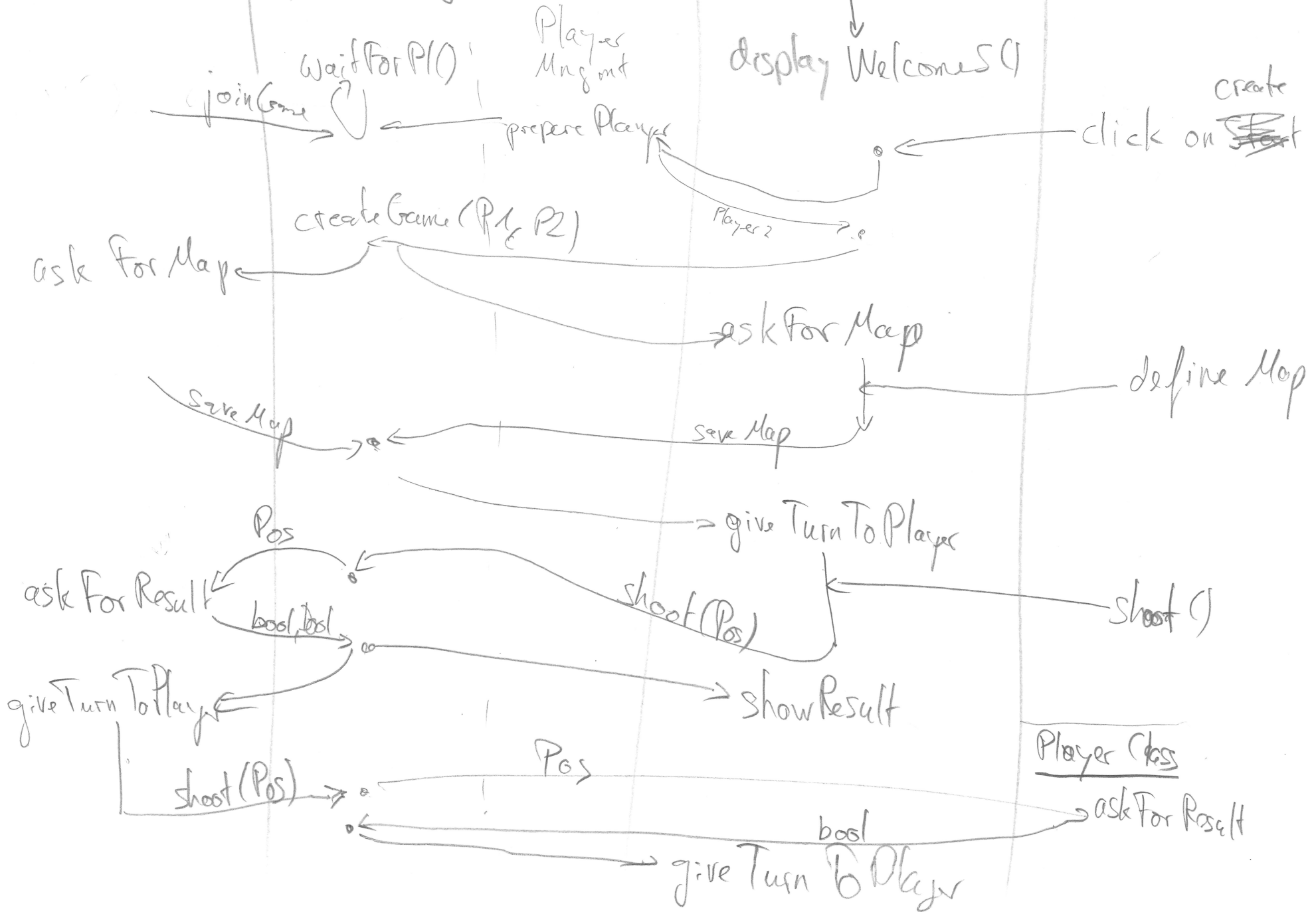
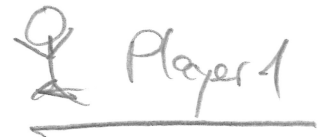
Button [][]



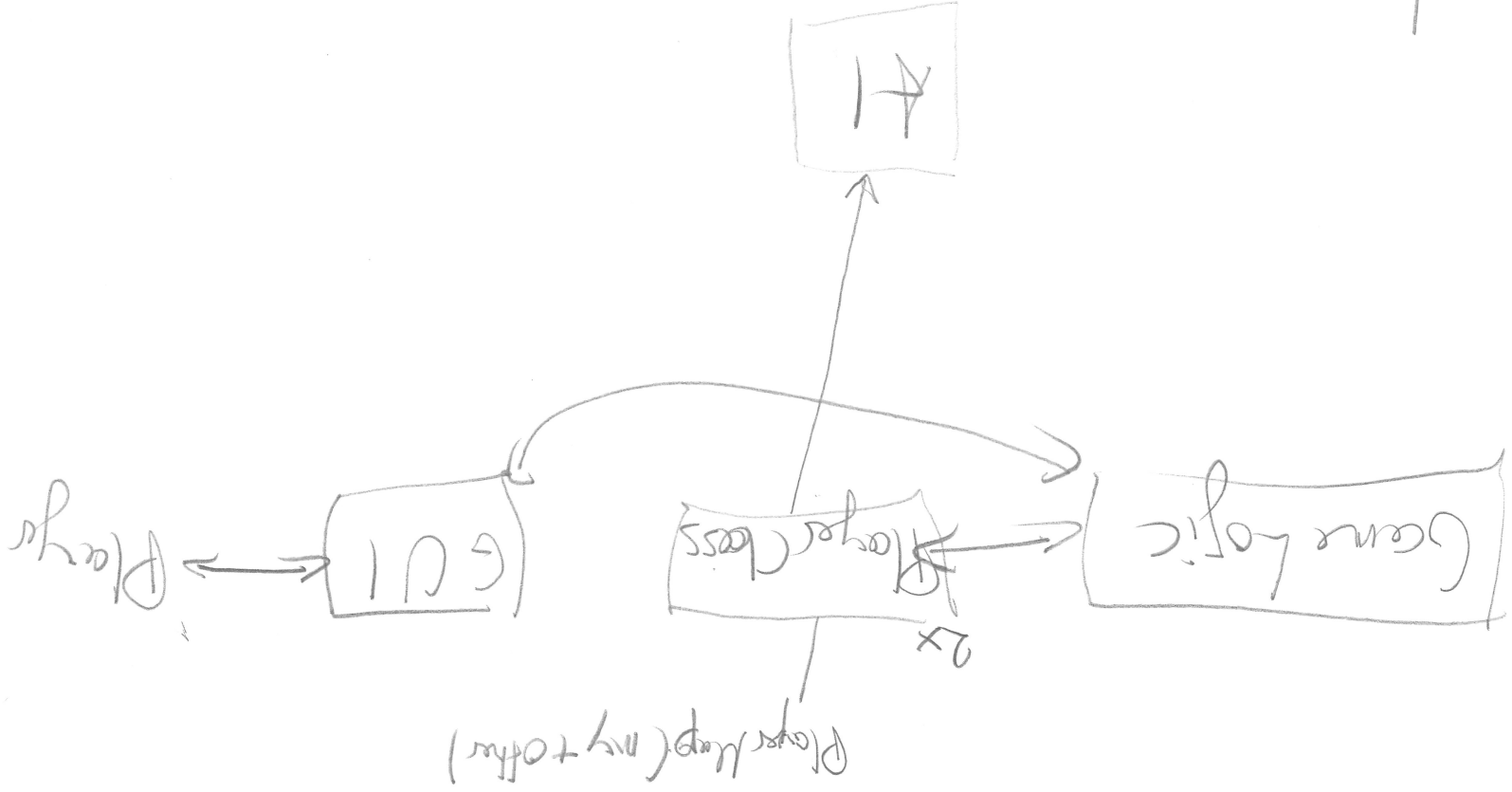
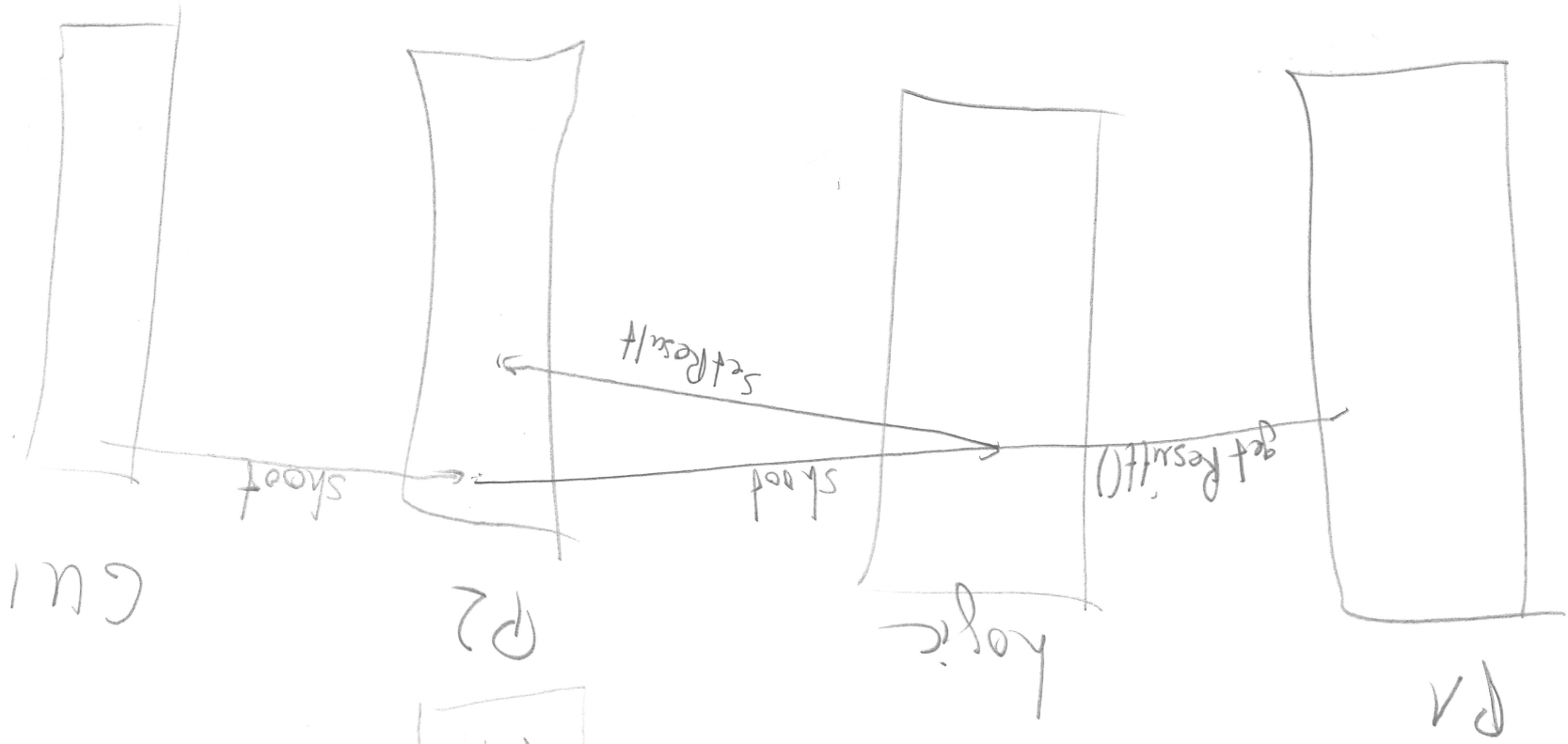


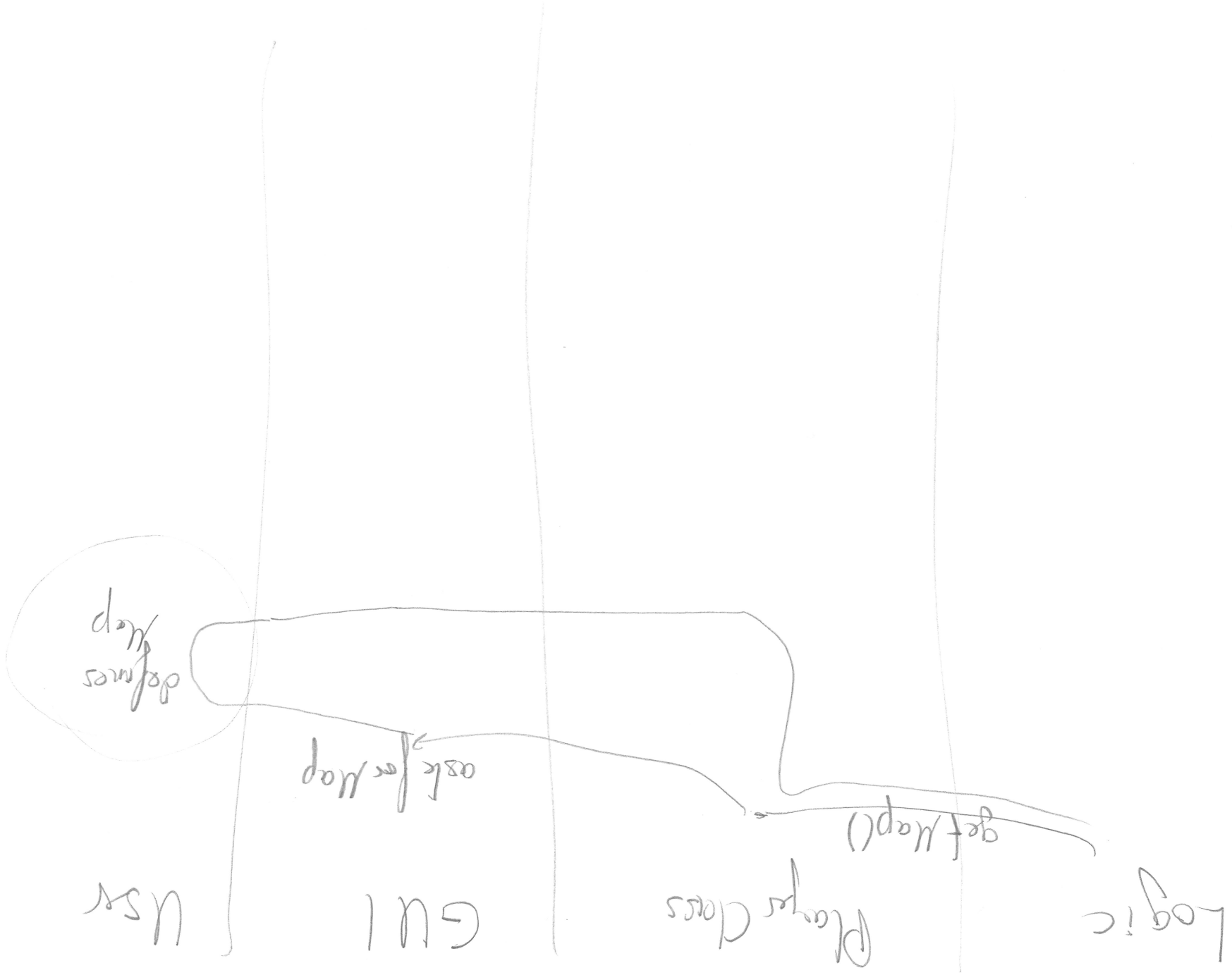
Logic

GUI



Player Class





myHeap [0] [3] = myFile;

1. Create Game

→ against AI

2. play in turn

→ use pre-defined map

each battle object has shape of type Map

list < BattleObj> each tile extends drawable

1. Position Objects

Plane: critical positions

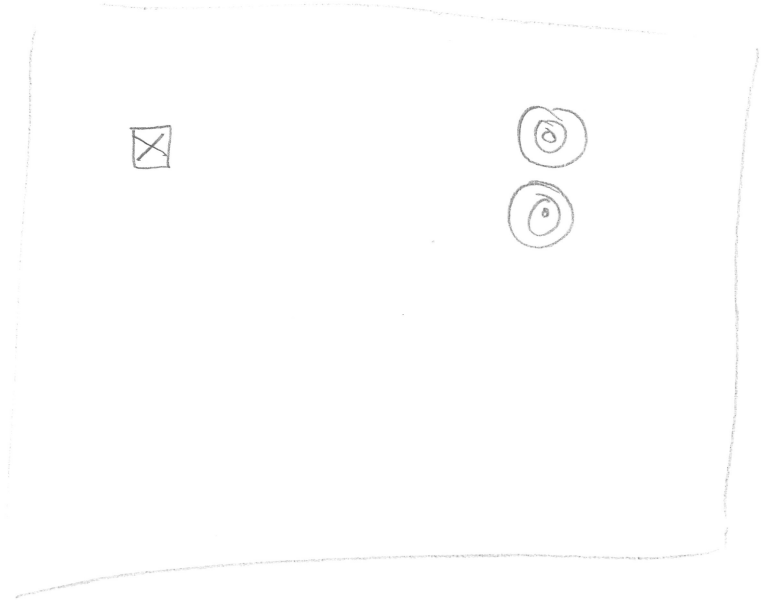
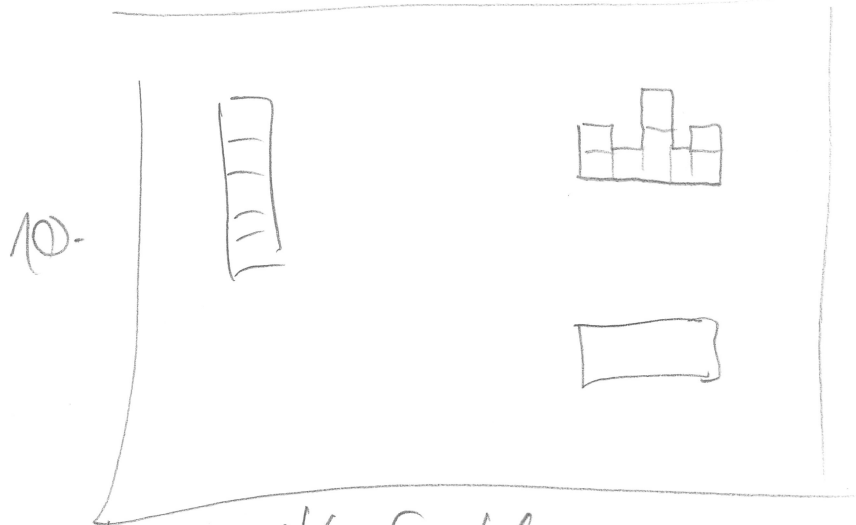
no overlap

Ships

Tanks

Other

My 10



BattleMap: my Battle Field

