Pseudo Code

int main()

{

//Initialize default variables

//Create game board

//Loop till all ships are placed

//Draw board

//A player places ships

// Toggle to next player

//Game Loop Start

//Player X inputs valid attack grid

// Check to see if attack is a hit

// Remove/add damage to hit ships

// Redraw game board

// Check to see if game is over

// If game over - exit loop/end program

// Toggle next player's turn

//Game Loop Return

}