Battleship: Team Crossover Edition

WORKS CITED

Battleship was developed in the Unity engine, utilizing provided libraries.

Libraries cited:

* All UI.Buttons, Dropdowns, and UI Panels set to GameObject variables derive from the UnityEngine.UI Library.
* UnityEngine.SceneManagement library was used for the Sceen Manager to reload the game scene.
* UnityEngine library uses the default Start and Update methods created in every .cs file.

Unity3D.com: Unity Documentation Web Page for Object properties and scripting examples.

* Unity User Manual: <https://docs.unity3d.com/Manual/index.html>ls
* Unity Scripting Reference: <https://docs.unity3d.com/ScriptReference/index.html>

Documentation logo was obtained via <https://nauticus.org/battleship-wisconsin/> .

Sprite Images:

* Explosion: <https://pixabay.com/vectors/explosion-detonation-boom-bomb-417894/>
* Missed/No-Hit: <https://pixabay.com/vectors/no-symbol-prohibition-sign-39767/>
* Check Mark: <https://pixabay.com/vectors/check-mark-tick-mark-okay-right-2025986/>