

Battleship Requirements

- 1) Game must set-up a 2D 10x10 board and print it on the screen.
- 2) Aspect ratio must be correct to display the primary and target boards
- 3) Players must have a primary grid and a secondary grid
 - a) Primary grid: This is where the players places their ship. Must cover a majority of the game screen
 - b) Secondary grid: Used for tracking hits and misses. Must be in a corner of the screen, not take up the majority of the screen but still be easily visible.
- 4) Game must not start until both players have placed all ships.
- 5) Ships must be rotatable
- 6) Ships must be placeable by the player.
- 7) Here is how the ships must be defined

| Type of ship | Size |
|------------------|---------|
| Aircraft carrier | 5 cells |
| Battleship | 4 cells |
| Submarine | 3 cells |
| Destroyer | 3 cells |
| Patrol boat | 2 cells |

8)