**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 gord and a secondary grid
   1. Primary grid: This is where the players places their ship. Must cover a majority of the game screen
   2. 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 |