Bugs

* Ships get placed 4 squares down on the grid
* Buttons to rotate ships do not work (may be derived from previous issue)
* Can’t press play if it would cause the selected ship do be off the grid
* Selecting a space that has already been selected still counts towards the shot count, even though a turn isn’t taken

Issues

* No way to mute sound
* Can take multiple turns if a player gets a “Hit”, not sure if intended
* Scores don’t save between sessions