# Battle page flowchart

True

showLoadBoard?

App

MainPage (main-page-container)

checkIfTaken

Rendership ,

Rotate

**Mouse Utilities**

clickedShip,

handleMouseDown

handleTargetTile

handleFire

**Drag Utilities**

onDragStart,

handleDragOver,

handleDragLeave,

handleDrop,

onDragEnd,

handlePlaceShip

MainPageContent MainPageImageContainer(JSX) MainPageInfo(JSX) MainPageButtonContainer(JSX)

GameName

GenerateBoardGrid JSX

LoadBoard

False

GenerateOpponentShips JSX

FleetChoices JSX (render Ships)

R

GameName JSX

BoardGame