Battleships - Mentors

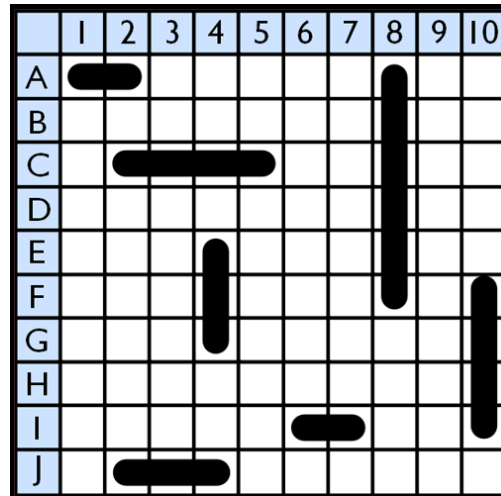|	1	2	3	4	5	6	7	8	9	10
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Hints

1. Use Lists to maintain which square has been used for each grid
2. Use a small grid and one ship to prototype
3. Ships will need to be sprites and you will need to set their position
4. Keep the list up to date with the position of a ship, untested, miss, hit
5. Use Broadcasting to run checks on the grid
6. You will need to check if all the hits are done#
7. You will need to repeat this for sequence for each player
8. You will need to draw the squares
9. You will need a sprite for a hit and a miss and you will need to stamp it