Battleships - Mentors

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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**