C x C Battle Ship Text Based

Start:

Construct 2D “battlefield”

With “ships” instantiated.

(Make sure not overlapping, going off boundaries)

AI: Random

Coordinate exchange between separate “players”

1. (letter) (number)

* A2

Counter:

H <-

M <-

S <-

Letters – X Coordinate 10x10 “Battle Field”

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Numbers #’s – Y Coordinate