Points - Hours

1. 1

Project 1: Let's make Battleship!

* Game Board
* Columns(A-I) and Rows (1-9)
* Placing ship
* User can place minimum 1 and a maximum of 5 ships
* Ship size based on amount of ships chosen (1\*1, 1\*2, 1\*3, 1\*4, 1\*5)
* Shoot
* Taking turns, after each shot, it is the other players turn.
* Sunk
* Once a ship has been hit in every space it occupies, it is sunk.
* Player's view
  + Red square show where they place the ship
  + Show “miss” with X and “hit” with X
  + Hit and sunk have different sound
* Game End
  + Once a player has sunk all of the opponent's ships, they immediately win.