New Features

AI - The player may now choose to play against the computer. The player can select one of three difficulties.
1. The AI opponent fires randomly
2. The AI opponent fires randomly until it scores a hit, and then fires at adjacent orthogonal squares until the ship is sunk
3. The AI fires at the player's ship squares. (It cheats)

Move Ship - A player may choose to move one ship, that has not been hit, to a different place on their board that is not occupied (no ship, hit, or miss), instead of attacking their opponent.

Giant Shot - Once per game a player may choose to fire a Giant Shot instead of attacking normally. The giant shot covers a 3x3 area, centered on coordinates given by the player, and hits any ship squares inside the area while marking the non-ship squares as misses.

Scoreboard - On their turn, the player may press '4' to view the game's scoreboard. The scoreboard lists the number of hits, misses, ships sunk, and ships remaining of each player.