This battleship project was my final year project in software engineering in second year. Though finished code was not required, I managed to complete it in correlation with the written part of the project. The code requirement was simply meant to demonstrate simple ideas within the written part of the project. For that reason it is very limited on features.

There are 2 modes, single player and 2 player. As this was purely a demonstration project it is not designed to actually be played, as the opponents moves are shown in order to allow the user to see what the program does.