Simple Battleship Rules:

Each player has 10 Ships

4 1 Tile Cruisers

3 2 Tile Destroyers

2 3 Tile Battleships

1 4 Tile Carrier

No ship can be placed adjacently to another (UI Helps with this)

Player1 Starts first and after he finishes placing his ships it will be Player2 Turn to do the same

After both players finished ship placement they will start taking turns firing. As long as player is hitting ships his turn will not end.

When one player loses all his ships it’s game over.