

BATTLESHIP

HOW TO PLAY

1. Select the number of ships 1 to 5
2. Player 1 will place their ships
3. Player 2 will place their ships
4. Enter target location on opponent's grid and press 'FIRE'
5. Switch between Play 1 and Player 2 til game over screen

Select 'GO' to continue to proceed



IT'S A HIT

Once a player has aimed a shot at a location where an opponent's boat is located a message that the boat has been hit will display on the screen. Once a ship has been hit at every coordinate it occupies it is considered **SUNK**

IT'S A MISS

Once a player has aimed a shot at a location where an opponent's boat is NOT located a message that the player has missed will display on the screen

GAME OVER

Once a player has 0 ships to be sunk the game will display a GAME OVER screen to indicate the end of play

GAMESTATE KEY

~ —Water
M —Miss
1-5 —boat size
1* —Hit boat

KEY

Insert keys for what the user will see here

For hit, miss, sunk, boat, water

Format:

lil image* —label

