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. During your turn select a grid square to target
5. Once selected screen will display the outcome
6. Switch between Play 1 and Player 2 til all ships have sunk

Press 'r' to rotate ships during placement
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 which player has won to indicate the end of the game

GAMESTATE KEY

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

KEY

—Miss
—Hit
—Ship
—Water