Requirements Doc (Subject to change)

Connecting

* On Page load player must enter their name and click start
* Once name has been entered user will be placed in a lobby where they will wait for the second player to connect
* Once the two are connected the game starts

Game chat

* Game chat is available for the user after they have entered their name on loading screen
* Chat screen is always visible on the screen
* Chat displays when a new user has connected to the game server
* Chat displays when a user disconnects from the game server
* Chat displays user name of user with all associated messages

Client

* emit to server on all player actions

Html

* render game board in SVG
* render chat
* make battle ship ships draggable to game board grid
* once ships are set, they lose their draggable option
* make game grid clickable for user input
* display both users and opponents game grid
* when displaying users game grid the ships are visible
* when displaying opponents game grid ships are invisible
* should an opponent ship be hit, it will become visible on the users game grid for the opponent

Game core

* keep track of player ships, ship locations, ships health, number of remaining ships