**Requirements Statement**

**Battleship – Specifications:**

Develop a program for the classic game Battleship. There will be two players. Either two humans or one human and an AI player. They will alternate taking shots. One shot per turn.

**Board:**

The board will consist of two grids. They will be 10x10. One will show you’re the player’s pieces and where the opponent has taken shots. The second grid will represent the opponent’s board and display where you have taken shots and which were hits and misses.

**Taking shots:**

Each player will be able to take a shot by selecting a square on an opponent’s grid or entering in the coordinates for a square on the grid. They will have one shot per turn. When it is a hit the square will turn red. If it is a miss the square will turn white.

**How the game ends:**

When one player has no pieces on the board with that have not been “sunk”, that player loses.