

Framework: libGDX or javaFX

Features:

- Chess like timer

- Before the game starts, terrain generates

- Could have map presets

Powerups:

- 1 shot torpedo

- 1 bomb

- UAV?

Turn the squares where ships have been hit to red.

Torpedo weapon that if it hits anywhere on a ship, the ship will be automatically sunk regardless of how many hits it already had on it. The torpedo can be used once per game.

Last chance feature where before surrendering, the player can continue to fire until they miss.

Bomb weapon that can be used once again. This hits each adjacent square in addition to the square chosen.

Rotate 1 of your ships once per game.

Second stage:

Create a network version with a chat feature.