This is a mini battleship game that have a small size of the board and have a small number of ships. The interface is created by Jframe and inside there are several buttons which allow the user to click by using Action Listener. At the beginning, the user need to press the start button in order to start the game. Once the game start, the program will ask the user position the user ship that he or she want to place. After the user finish on the placing, the game will start. And the opponent which the AI will attack first, then the user. In addition, the user and the opponent both have three life. Each of the ship equal to one life. If the user hit all the opponent ships, the user win. In contrast, the opponent hit all the user ship, the opponent win.