

User Documentation

The game is started by pressing the 'New Game' button. The first player is given a premade grid with their ships placed on it. When the 'End Turn' button is pressed the second player is given a premade grid with their ships placed on it. 'End turn' is pressed once again and the game begins with player 1 targeting a tile. If the tile is a hit the tile turns red and if it is a miss the tile turns light blue. The turn is automatically given over to the second player who then targets a tile which again turns red if it is a hit and light blue if it is a miss. The game ends when either player has no ships left.