**Answers to open questions:**

**Part 1: Coding Task:**

**2.1.2.** To a board larger than the minimum I add more submarines, the calculation for the number of submarines is as follows:

The minimum size is 10X10, the area that the submarines occupy in this case is one tenth. Therefore, the area that the submarines will occupy will be one tenth in each panel created by different numbers.

The area is divided by 10 and the integer is the minimum number for the number of submarines by type.

The rest of the space allocated to the submarines creates more submarines according to the different sizes that can enter the area.

**2.9.4.** The score is calculated as follows:

Amount of unsuccessful coordination inputs parts of the board area. Represents the download from the score that the maximum is 100.

The reason for this, the number of unsuccessful inputs is depending on the size of the board, as the board grows so there is more difficulty in damaging the submarines, so the division takes place in the board area.

**Part 2: Specification Document Task**

specification document to refactor the game:

As in the previous section, the user will be given the option to select the board size.

After the user selects the board size:

1. Will be shown to the user, the board and the submarines that can be inserted.
2. Only when the user has finished putting all the submarines into the board will it be possible to start the game.
3. After the user clicks the Start button, his board and the opponent's board (the computer) appear.
4. The user will be able to click on the cells in the opponent's board in turn.
5. The display of the board when an attack was made will be in accordance with the previous section.
6. After the user attacks the opponent's board, it will be the turn of the computer to attack the user board.
7. The computer will initially attack randomly but when it receives feedback that a good attack has taken place then in its next turn it will target cells close to the cell that was attacked earlier.
8. When the computer stops receiving feedback that it has performed a good attack it will again attack randomly and so on.
9. At the end of the game, the winner is displayed, including statistics for the computer and the user, as follows:
   1. Who is the winner?
   2. The amount of hits of the user compared to the amount he needed.
   3. The amount of hits of the computer compared to the amount it needs.