

Main Menu

will have exit - alternately we could just have an exit button

File

Welcome To Antibattleship

Start Game Against AI

Find human opponent

Menu Bar (JMenu)

Some awesome text

Graphics? JLabel

JSplitPane - Select Avatar

JButton

Select Board Info

JTextField Enter # of each type of ship

5 ☐

4 ☐

3 ☐

2 ☐

Enter ~~the~~ how many ships of each type

# columns on board ☐

# rows on board ☐

Time Limit/more ☐

JLabel

Have default values

JLabel Pcs of ships

JLabel Text

JLabel, also mention cheating.

You/your opponent are. What would you like to do next.

Reply opponent

Go to menu

Exit.