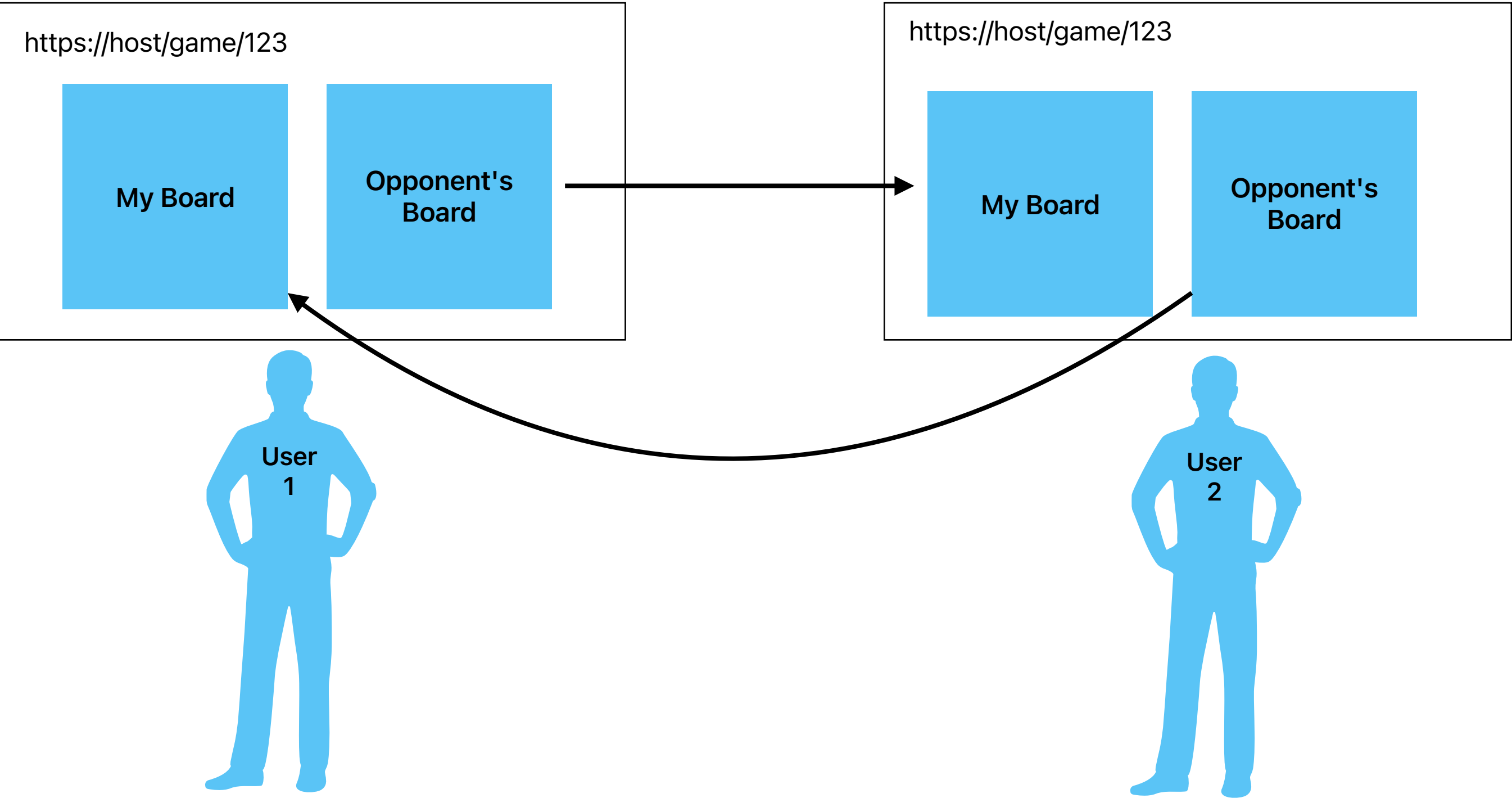


1) Start new game

2) Find a game



Своя борда  
Board = [  
 [FREE(UNKNOWN), SHIP, SHIP\_HIT, EMPTY(\_HIT)],  
 [],  
 [],  
 ...  
]

Вражеская борда  
Board = [  
 [UNKNOWN, SHIP\_HIT, EMPTY?],  
 [],  
 [],  
 ...  
]

- 1) CREATED
- 2) SHIP\_PLACEMENT
- 3) GAME\_STARTED
- 4) GAME\_FINISHED

