**BATTLESHIP**

(Two Dimensional Array Daemon)

**Introduction :-**

In the game of Battleship, you have to destroy 3 enemy battleships before they destroy yours. You will be given a square radar plot where each cell represents a candidate position of enemy ship. Your ship had limited supply of missiles, it is your job as a Commander to guess the enemy ship position and destroy all enemy ships before they destroy yours.

**Rules :-**

* To destroy a ship you will have to hit all three positions of the ship
* You will have 90 seconds before enemy ship detects your position and destroy you.
* You have only 30 missiles with you. You must destroy all ships within limited time and missiles.

The ships will be placed randomly on a 7 by 7 grid. They can be horizontally or vertically as shown in below picture.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | ***S11*** |  |  |  |  |  |
|  |  | ***S12*** |  |  |  | ***S31*** |  |
|  |  | ***S13*** |  |  | ***S32*** |  |  |
|  |  |  |  | ***S33*** |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  | ***S21*** | ***S22*** | ***S23*** |  |  |  |  |
|  |  |  |  |  |  |  |  |

S11; S12; S13 are the position for Ship1.

S21; S22; S23 are the arrangement for Ship2.

S31; S32; S33 are the arrangement for Ship 3.

Design :-

To run this game, user will require Tkinter module in their system.

This is because Tkinter provides the GUI modules that support the various tasks of the game.

**ALL SHIPS DESTROYED.**

**YOU WON.**