Battleship game order

Game starts

Players choose:

Name

Client/server

Clients enter server name

Connection from client to server made – Server/client communication

Players place ships

Automatically

Or manually

Ocean grids are:

Swapped – Server/client communication

Copied

Player takes turn (server first)

Takes shot (updates shot)

Shot sent to opponent – Server/client communication

Calculates hit or miss (on each system)

Grids updated (on each system)

Check win conditions

Win displays message (on each system)

Repeat until winner;