**Battleship doc:**

Rules:

Each player places the 5 ships somewhere on their board.  The ships can only be placed vertically or horizontally. Diagonal placement is not allowed. No part of a ship may hang off the edge of the board.  Ships may not overlap each other.  No ships may be placed on another ship.

Once the guessing begins, the players may not move the ships.

*The 5 ships are:  Carrier (occupies 5 spaces), Battleship (4), Cruiser (3), Submarine (3), and Destroyer (2).* **WILL BE CHANGED!**

Player's take turns guessing by calling out the coordinates. The opponent responds with "hit" or "miss" as appropriate.  Both players should mark their board with pegs:  red for hit, white for miss. For example, if you call out F6 and your opponent does not have any ship located at F6, your opponent would respond with "miss".  You record the miss F6 by placing a white peg on the lower part of your board at F6.  Your opponent records the miss by placing.

When all of the squares that one your ships occupies have been hit, the ship will be sunk.   You should announce "hit and sunk".  In the physical game, a red peg is placed on the top edge of the vertical board to indicate a sunk ship.

As soon as all of one player's ships have been sunk, the game ends.

Achieve:

A working game that is fluid and ideally bug free and is also aesthetically pleasing.

More on this once design has been discussed.

Twist:

Allow players to choose a country which would alter their loadout as it would represent the ships that the country used in a certain era.

Adjust the size of the grid will also affect the loadout (the amount of ships they can choose from)