Assignment 2

2.1

- Ships which can be placed on a grid, you should be able to move and rotate (90 degrees) your ships within the grid before the game starts.
- Player grid pattern with interactable tiles in the grid
    - Ships to be placed on the grid with a span of multiple tiles, check whether all the selected tiles for a ship are available to place the ship and if so place the ship
    - Check if tile is available to shoot at
    - If tile has been shot show