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

2.2

* Game state
* Player board
* Opponent board
* Ships
* Ship placement
* Cells that are hit/missed
* Who won the game
* Which ships are already destroyed
* Timer

Design pattern: MVC (model view controller)