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)

3.3

* Client to server: game is complete, game won by …
* Server to client: abort game (one player left)
* Sever to client: place ships (may not be implemented, might use random ship placement instead)
* Player A to server or player B to server: I want to place my shot on this cell
* Server to player A or player B: shot hit
* Server to player A or player B: shot miss
* Server to player A or player B: player … destroyed one of your ships
* Server to player A or player B: you destroyed one of player …’s ships
* Server to both players: game over with result won/loss