How to build:

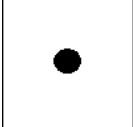Source code is an Android Studio project. Build and run with default configuration. Gradle version 4.4 and Android plugin version 3.1.3 required. APK-file of the game can be directly installed on the android device.

How to play:

Start the game by clicking "New Game" button. Two players place their ships on the battlefield. To do so, select the type of the ship by clicking on one the buttons at the bottom of the screen, then s click on the cells on battlefield. To delete the ship, use long click. Click "Ready" button, when all ships are placed. Game starts when two players finished the preparation. Click on the battlefield cell to make a shot. Number of opponent's ships is displayed in the bottom of the screen. After a miss, player has time to review the board and click "end turn" button.
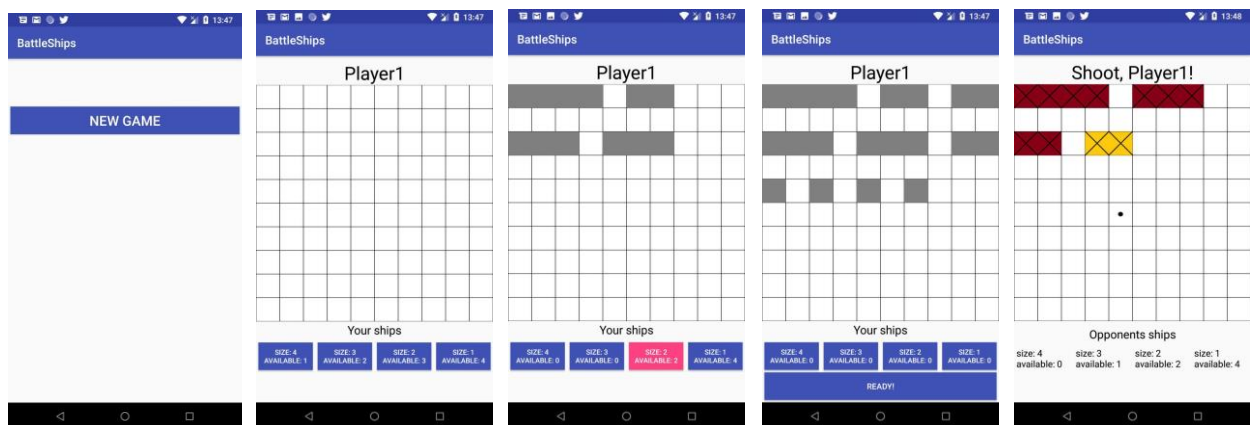
		Empty field
	●	Miss
		Ship
	✕	Damaged ship (hit)
	✕	Destroyed ship (all ship cells are hit)