1. Menu:
   1. Loading a new Game
   2. Creating a new game
   3. Choosing AI Level
2. Playing the game:

(make sure the player can only save on their turn)

* 1. Loaded game:

Continue with player being first

Player can choose to keep the same level AI or lower it down

* 1. Creating a new game
     1. Starts off with player putting down their ships
        1. Another class called “Rules.java”
           1. Checks if position is possible
           2. Checks if rotation is possible
        2. Player starts off their turn first
        3. Then the computer
        4. The file should look like this:

[Player Board]

[Co-ordinates of all the boats]

[AI board]

Co-ordinates of all the boats

The co-ordinates of the boats look like this:

abcd

Where:

a is the starting x position

b is the starting y position

c is the end x position

d is the end y position

so

2334 - the boat starts at (2,3) and ends at (3,4) on the boat

1. AI Levels
   1. Level 1 would be an AI who chooses a board co-ordinate by chance
   2. Level 2 would be an AI who chooses a board co-ordinate by chance until it hits a boat, then checking the x axis before checking the y axis
   3. Level 3 is a full blown AI (Already done)

All AI’s requires number of boats remaining, and their shooting board, each AI will know how many boats they will start off with, but will require the software to tell them which boat got shot.