Battle ship design

**Server**

1.User module include: NickName of player, isPlaying();

**Data:** arrayOfusers[]: {nickname,online(true/false)},

**Functions:** getUsers(),Add new user();

2. user availability module

**Functions:** getUsers(),checkIfOnline

3. game manager module

**Data: arrayOfCells[100] -for 2 players**

**Functions: sendHit(x,y),getHit(x,y),checkifShipOnCell(),getUsersDetails(),turnofFirstPlayer(){random},sendRandomBoard()**

4.connection module include: Sockets beetween the clients and the server

**Data:**

**Functions: socketsConnection() ,connectToServer(),**

**Client**:

1. Game logic file:

**Class gameInit:**

**getBoardFromServer(sendToDrawble), CheckIfHitShip(),CheckIfWin(){send End of game and won player to the server},SendStartGameRequest();**

1. Connector/router file:
2. boardDraw:

**Class Drawble: drawTheBoard(),drawShips(){get from coordinate from server},**

1. user connection:

**Class Users: addUserToList(),ShowList(),getUserNickName(),**

**sunday:** creare Basic UI and try to communicate beetwen the server and the clients.

Monday: try to create hits bettwen the players.

Tuesday: create cheking users availbality(add users, check if onlina..etc.)

wednesday: design the client side