The proposed software system will allow two people to play the board game Battleship against each other over the internet. The game will be able to authenticate users and assign them to a random game or allow them to play with someone else using a unique shareable link. The server will keep track of the game state so that no player can cheat; it will also determine what moves are valid. When a player makes a move, the other player’s board will be updated instantaneously so both players are always up to date on the state of the game. The server will determine when someone has won the game and will alert both players.