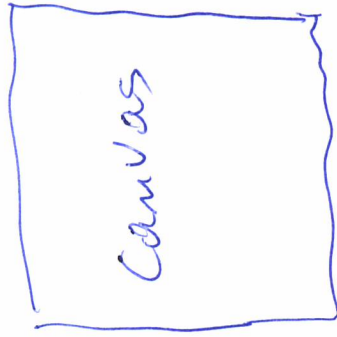
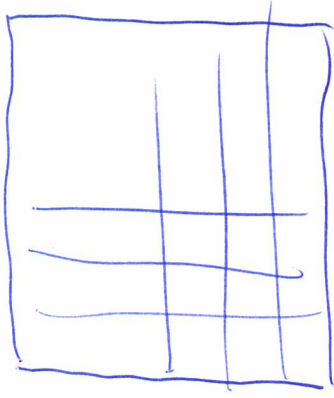


Batch Field



+



Memory
Tile [10][10]

- + repaint background
- + reset tile \rightarrow ships collision $set = 0$
- + put ships on tiles
- + draw ships on canvas
- + refresh canvas