**Brief** : A [battleships clone](https://en.wikipedia.org/wiki/Battleship_(game)) following the 2002 Hasbro version which has 5 ships, of sizes 5,4,3,3,2 respectively. The project will consist of both the client and server side. Players will have the option of playing against a BOT, or playing against a friend by sharing a link/game code.

**Requirements :**

1. Make an API for a battleships game which is controlled by the server.
2. The DB should contain the results of each match.
3. Players should be able to access previously completed matches.
4. There should be a spectate function, such that a 3rd person may watch a game between 2 friends using the link.
5. Client side for the app will have 2 main screens, a main menu and a in-game screen. Main menu will allow user to select to either play against a BOT, or a friend. P

**Tech stack :** PERN. DB will be done using PostgreSQL, backend in Node.js + Express, and frontend in React.

**Misc notes :** Will like to design the backend and frontend such that they’re decoupled, and I can reuse the backend in other projects without having to recopy the frontend. Server should be the only entity that has full knowledge of the game. Client 1 & 2 should not know/be sent the ship locations of the opposing player. When attacking a coordinate, server should only return ‘hit’ or ‘miss’, only sending the full ship location of the opposing player when the game ends. The server should validate all external data, and not rely on client.