Battleship Game Rules

* The game is played by a single player against the computer.
* The game is played on a 10 by 10 grid. From starting upper left corner to upper right corner, are named from ‘1’ to ‘10’ and from upper left corner to bottom left corner , are named from ‘1’ to ‘10’.
* There are 5 different ships with different sizes:

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| --- | --- |
| **Type** | **Size** |
| Carrier | 5 |
| Battleship | 4 |
| Submarine | 3 |
| Cruiser | 3 |
| Destroyer | 2 |

* Every ship (all 5 of them) must be placed on the grid either horizontally or vertically without any overlaps by each player. Ships’ location must be hidden from other player.
* Players alternate taking shots at each other by determining the coordinates of the target location in other words calling out squares as ‘column-1,row-1’, ‘column-2,row-6’ or etc .
* After each shot, the opponent responds with either ‘HIT’ or ‘MISS’ which indicates whether target coordinates hit part of a ship or not.
* Default cell is represented with ‘\*’. HIT is represented with ‘X’ and MISS is represented with ‘O’ on the square.’X’ or ‘O’ cells cannot be shot again.
* After each HIT, player earns one more shot until player makes a MISS.
* The first player to hit oppenent’s all ships, wins the game.