

Team 6 documentation for Project 1

Our project is broken into two main pages, a page to let players choose and place their ships, and a page that holds the actual playing of the game.

- Setup:
 - The setup page consists of a few different sections
 - The first section allows the user to select the number of ships they want
 - the user presses the 'Ships' button and is given a prompt
 - The second section allows player 1 to place their ships
 - the player presses a button which shows their board and gives them a prompt to place their ships
 - Users enter the location in form of a list
 - once the ships are placed, the player has a button to show, or hide their ships so the other player can place theirs.
 - The third section is the same as the above, but for player 2
 - The final section consists of a button to take the players to the page that starts the gameplay
- Playing the game:
 - This page consists of two main sections
 - The first section is for player one
 - there is one button to start the player's turn
 - there is another button that prompts the player to choose a place to fire at their opponent (one cell at a time)
 - The second section is the same as the one above but for player 2
 - Players keep taking turns until the game is over when all ships are sunk.