Battleship

# Introduction

Battleship is a two-player game based on naval warfare. The game is traditionally played on a 10x10 grid where each player controls 5 ships of varying length: Aircraft Carrier(5 Units), Battleship(4 Units), Cruiser(3 Units), Submarine(3 Units), and Destroyer(2 Units). Players begin the game by privately selecting where they want to place their ships on the grid. After each player finished, players alternate by attempting to locate where the other players ships are on the grid that he chose. Each time a player selects a location on the grid where an opposing player has a ship, it is considered a hit. A ship has been destroyed when all spaces of the ship have been hit. When all of a player’s ships have been destroyed he has lost the game.

## Summary

Length: ~450 Line

Number of variables: ~40

Initially attempted to use integers and floating variables with the project, but found it much easier to use the coordinates as strings, as I could pull the location of part of a ship from a single string. The hardest challenged was manipulating the strings so they could work in cases as if they were numbers.