Battleship is a game between the Player(You) and the AI. Your board is on the right, and the enemy’s board is on the left. Both you and the Computer will start off with 5 ships:

List of Ships

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1 Battleship – length of 4 grid places and is represented by a box with a blue outline and black dot.

1 Carrier – length of 5 grid places and is represented by a box with a red outline and black dot.

1 Submarine – length of 3 grid places and is represented by a box with a yellow outline and black dot.

1 Cruiser – length of 3 grid places and is represented by a box with a green outline and black dot.

1 Destroyer – length of 2 grid places and is represented by a box with a orange outline and black dot.

The Icons you see under the grid is the ships left to sink. If a ship such as a submarine sinks, the icon associated with the submarine will disappear. You and the enemy has this.

Randomize Board(button) - This button will randomize the placement of your 5 ships. The moment you click to fire your projectile on the enemy board, you will no longer have access to this button.

Rules- You start off. You may click anywhere to fire your projectile on the enemy board. After you fire your projectile, the computer will fire a projectile on your board. If you hit a ship, the Icon associated with that ship will pop up(Example: If you hit an enemy Submarine, a yellow outlined box with a black dot in the middle will appear at that position). If the computer hits one of your ship, a “explosion” icon will appear at that position. Whoever sinks all the opposing sides ships, wins.