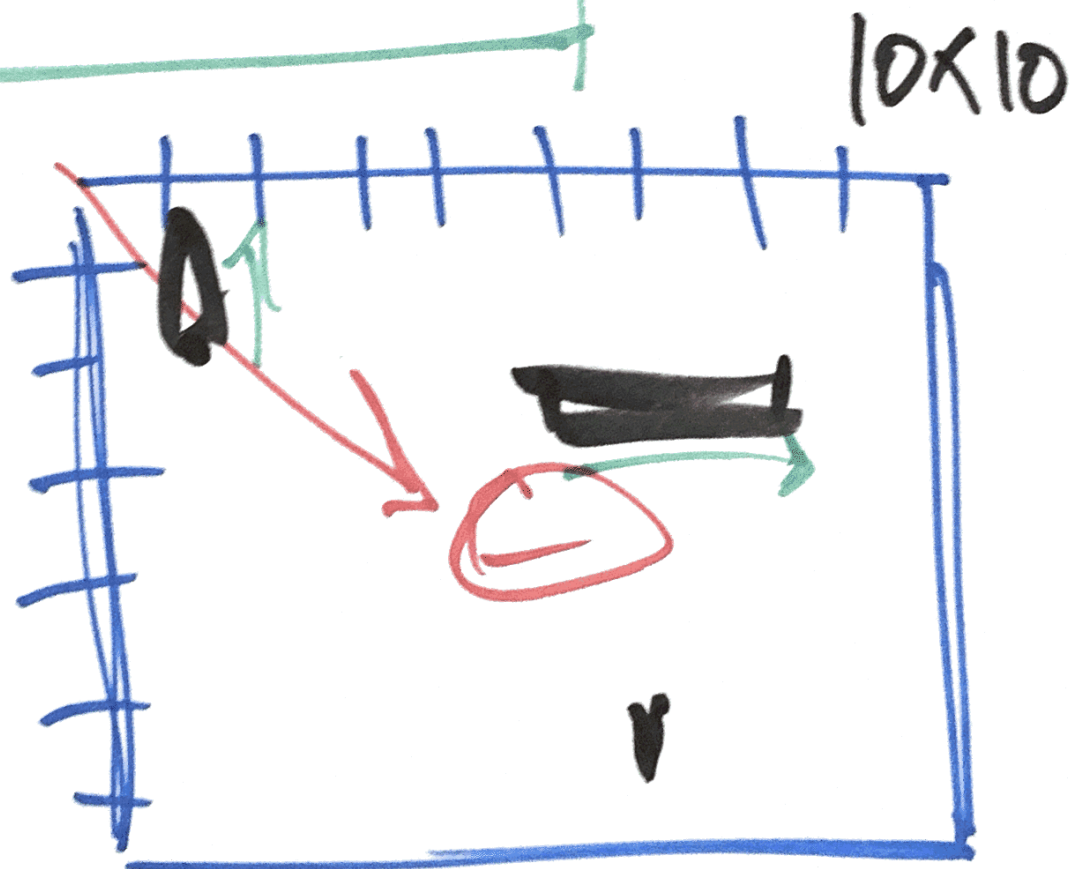


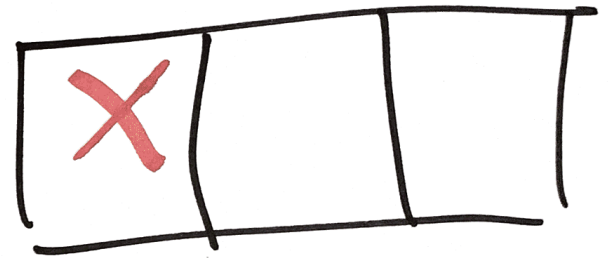
5 strips

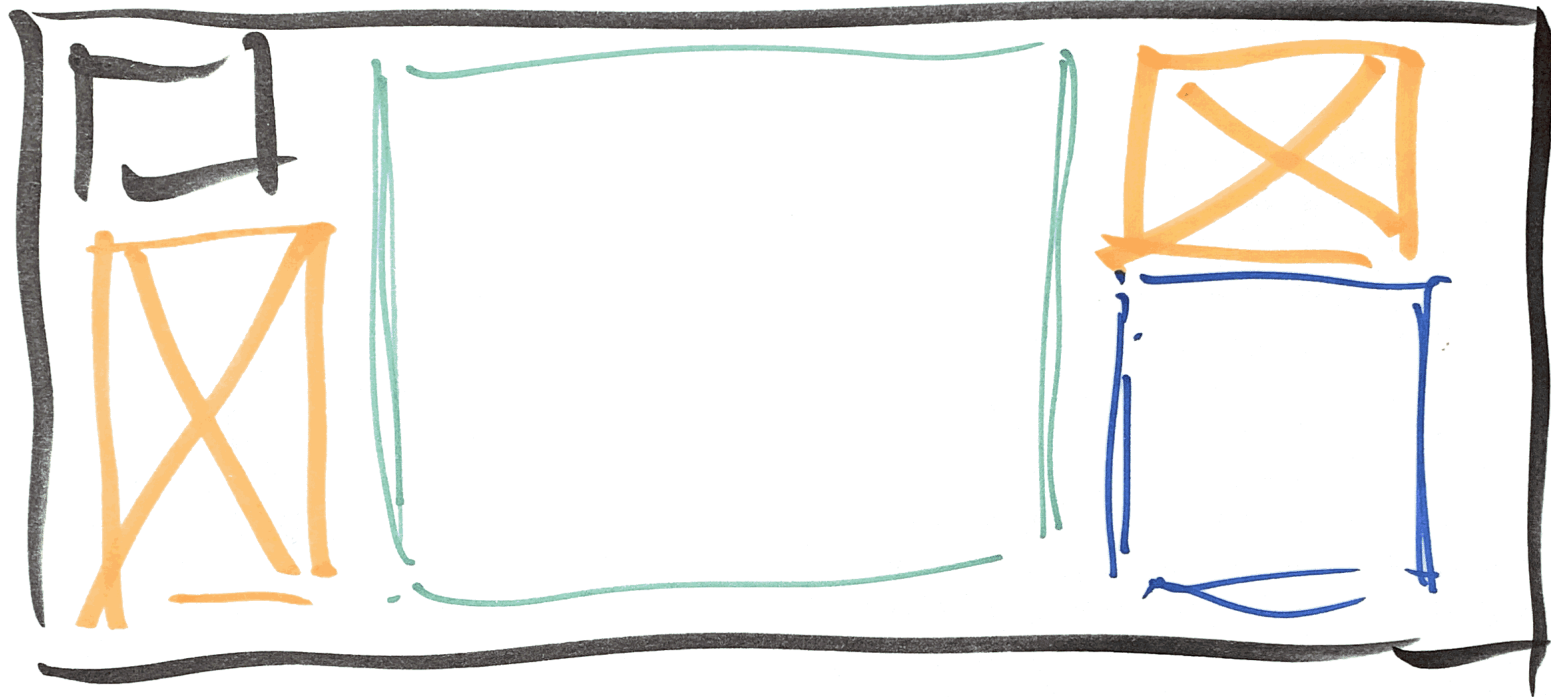


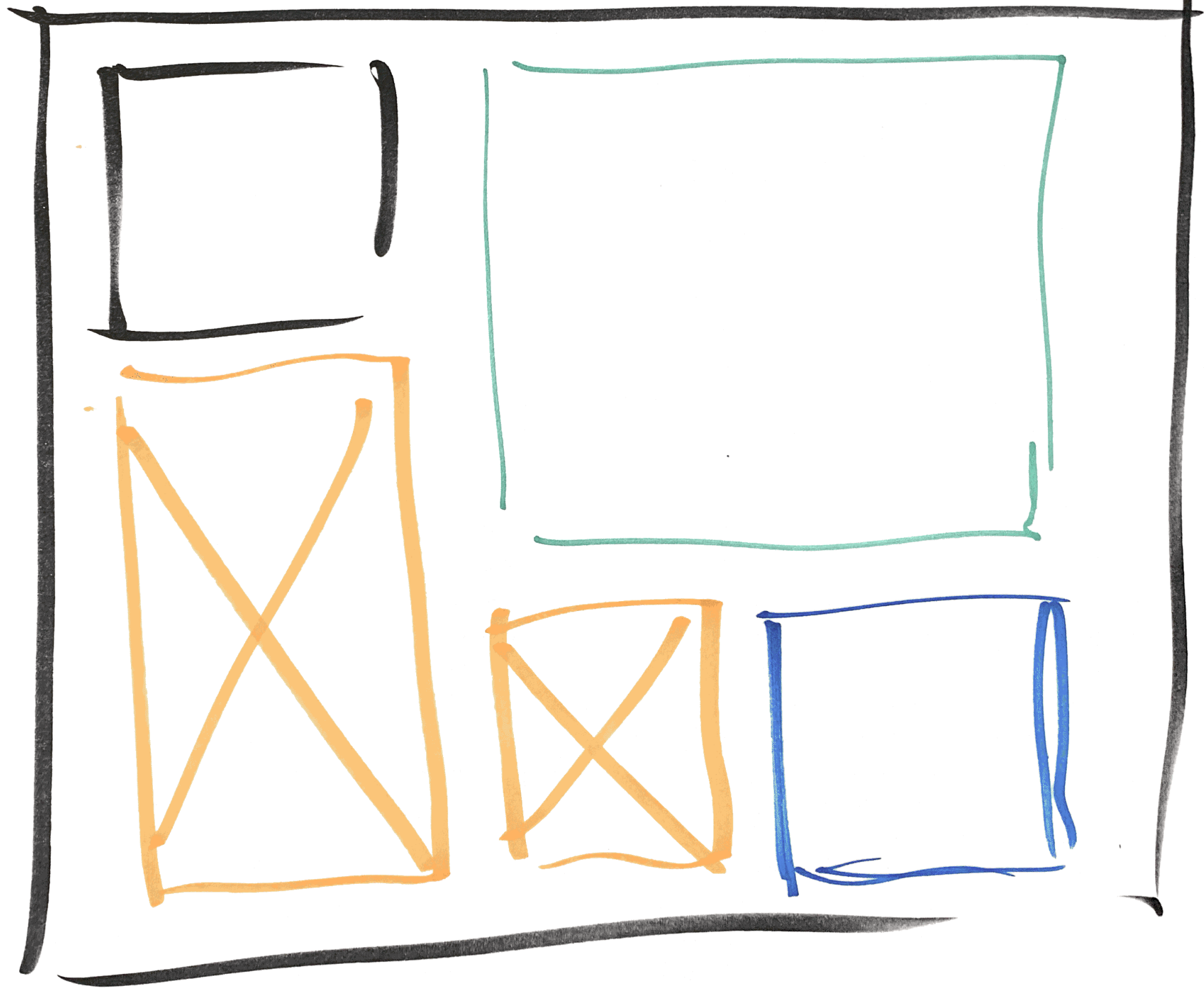
5  
4  
3  
2

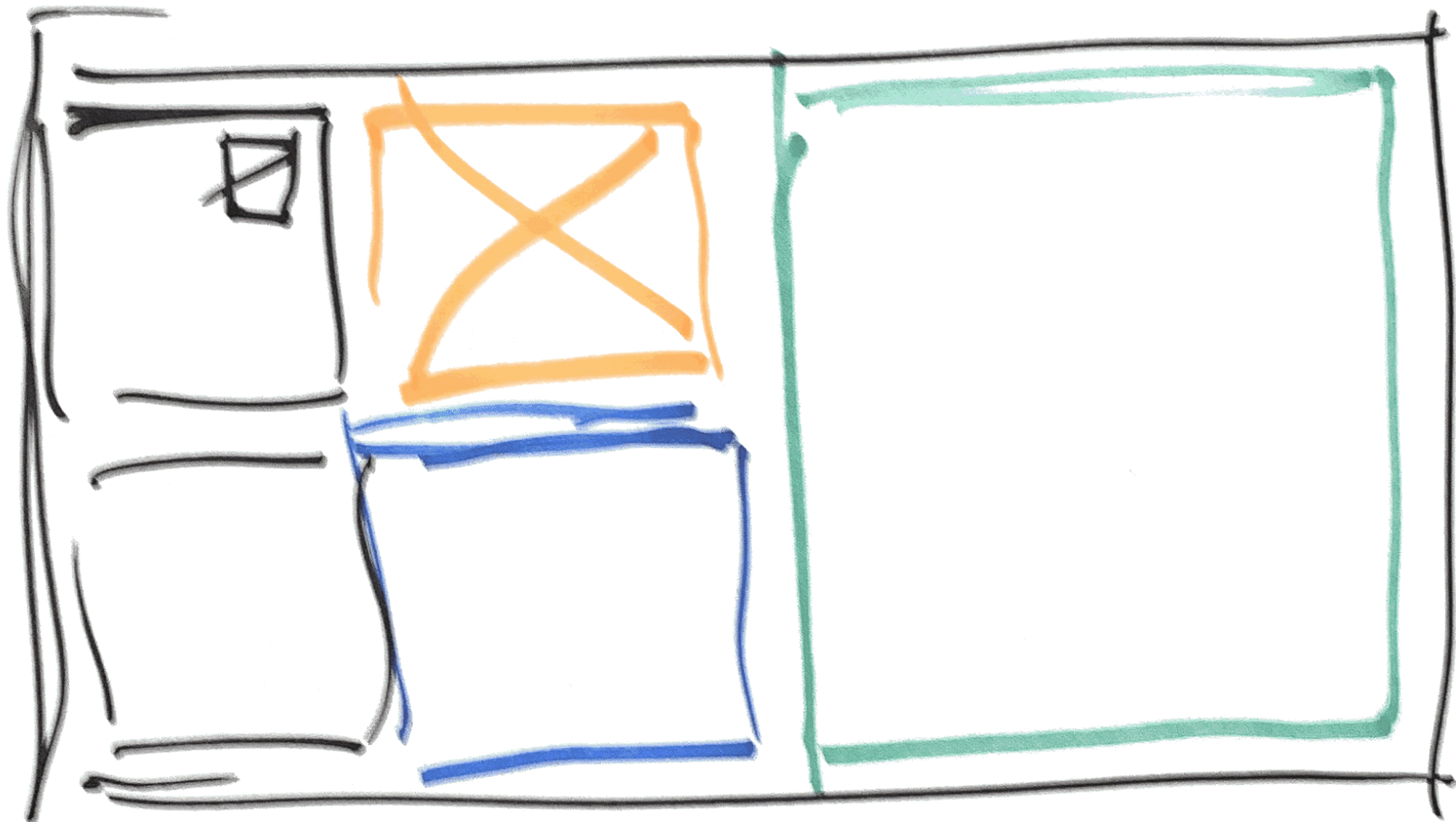


- EACH PLAYER'S GRID (DATA STRUCTURE?)
- EACH PLAYER'S SALVOS
  - EACH PLAYER'S HITS
  - EACH SUNK SHIP

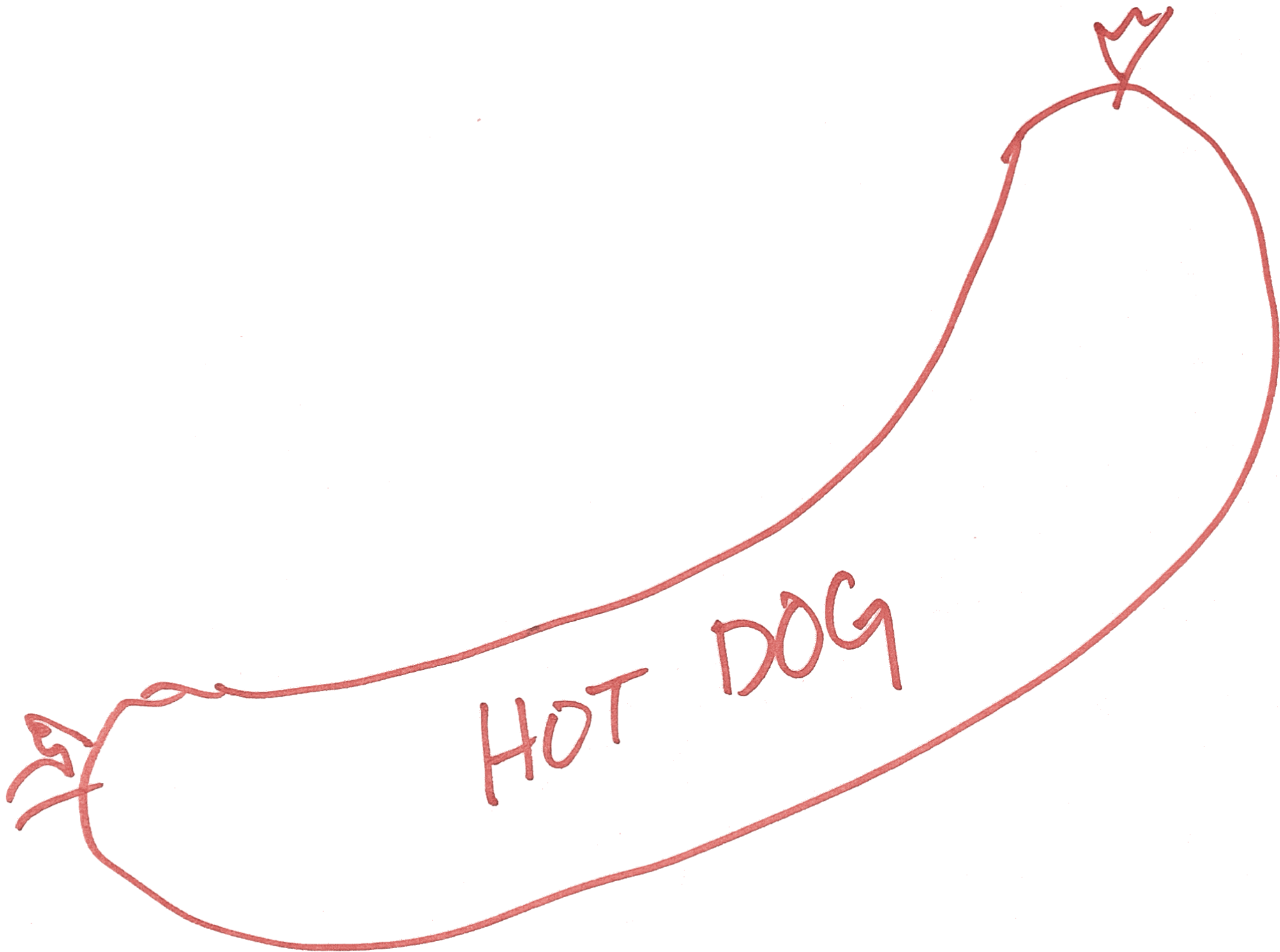




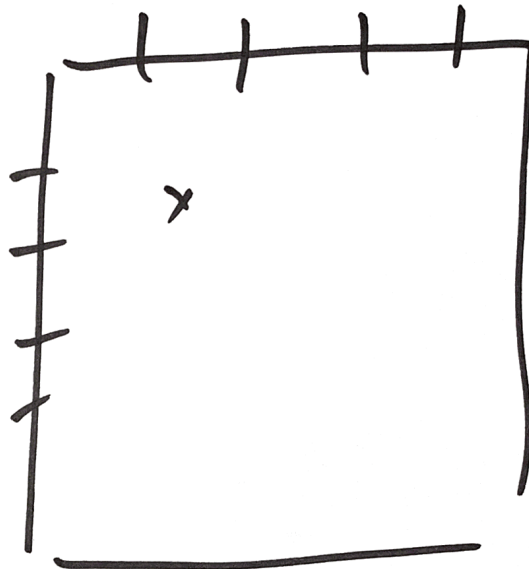








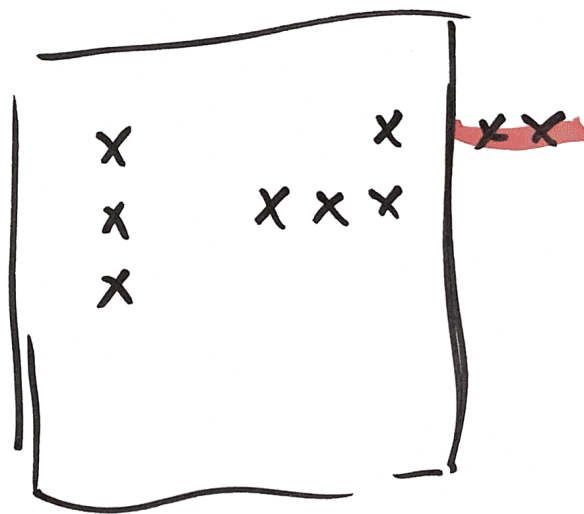
ACCESSIBLE?



10 X 10  
(HTML?)

<b>

<2> + Tab



DATA

STATE?

DATA

✓ FROZEN

BEARD / SHIP LAYOUT

DYNAMIC

HITS / MISSES

DYNAMIC /  
FIXED

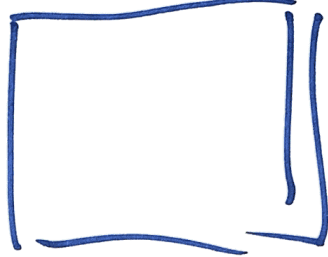
SINKS

DYNAMIC

LEADER BOARD



1. NEW GAME



2. Game Setup  $\Rightarrow$  DONE! (BOTH PLAYERS)

3. Who shoots first?  $\Rightarrow$  WHO CAN SHOOT?

4. TAKING TURNS

5. TRACKING HITS/MISSES

6. TRACKING SINKS

7. DETERMINES WINNER