UserInterFace

```
start → mainPage → joinGame → startGame

mainPage → hostGame → waitingForJoin → startGame

startGame → setupShips → playerTurn

playerTurn → hit or miss → isWon → End
```
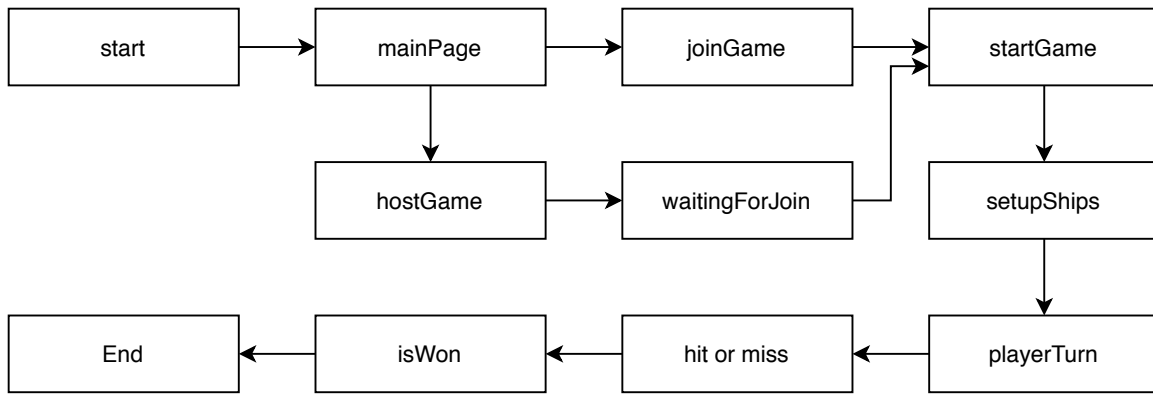
Game Panel

I BattleShip   Username

ShipYard

TargetYard

activityLogs

Ship Setup

Timer to setup ships

status bar

setup ships

Ship Container

ResetShips

Back   ContinueGame

Join Game

Player Name

Game Id

Join

Host Game

Username

Game Id

Host