UserInterFace

```
start → mainPage → joinGame → startGame
           ↓                        ↓
        hostGame → waitingForJoin   setupShips
                                       ↓
End ← isWon ← hit or miss ← playerTurn
```

- -

```
                                              No
start → mainPage → hostGame → \isAnyOneJoined → Yes → fetchPlayerDetails
           ↓                                              ↓
        JoinGame → \joinedGame → isGameStart → Yes → startGame
                            No                            ↓
                                                       SetupShip
\passMyTurn                                               ↓
   No                                                  continueGame
\AmIWin ← \hitOrMiss ← \attackedOn ← Yes ← \isMyTurn ← continueGame
   Yes                                          No
showWonStatus   \isOpponentWin ← \WhereAmIAttacked ← Yes ← \AmIAttacked
   ↓              No                                          No
end ← showLoseStatus ← Yes
```
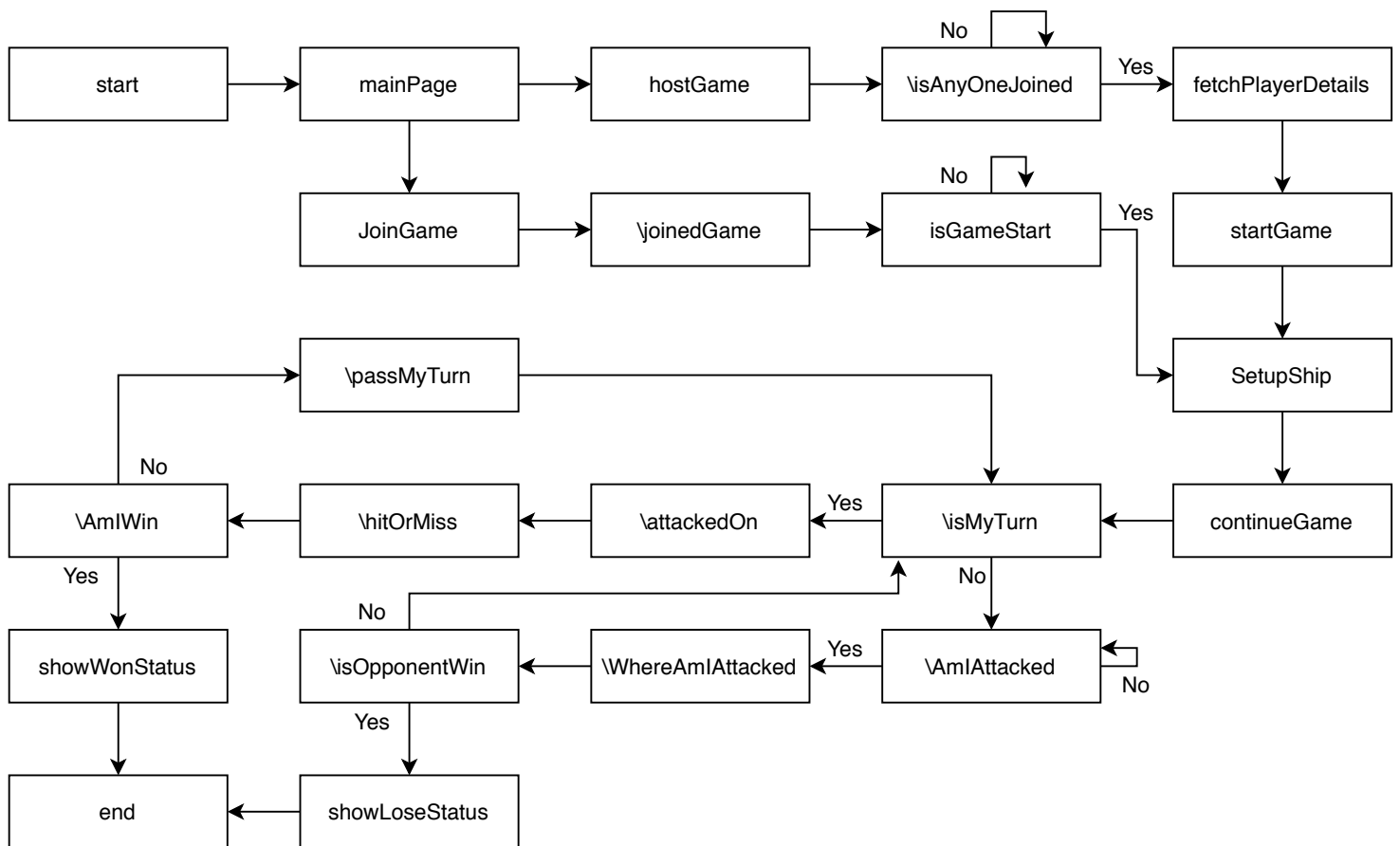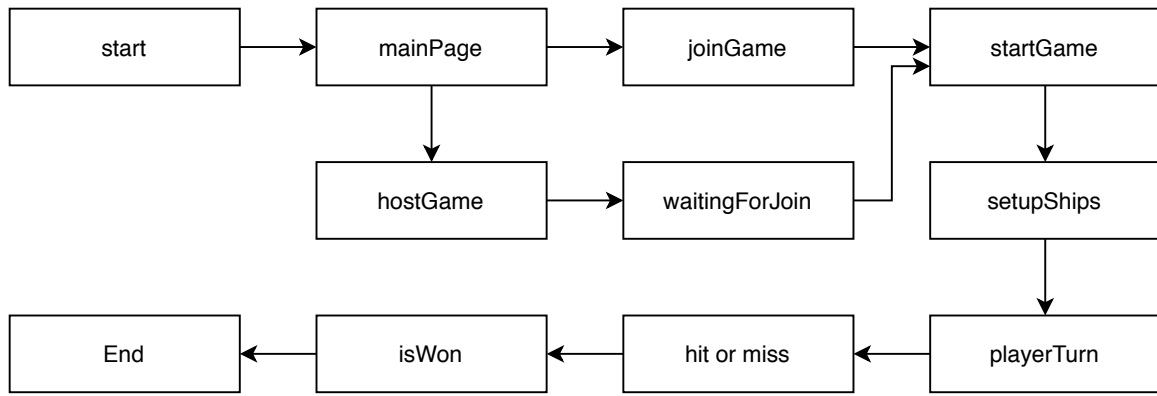
Game Panel

I BattleShip   Username

TargetYard

ShipYard

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