ARDUINO GAME “BATTLESHIP”

Step 1: “Setup”

Both sides place ships

Once this is completed, a green light will flash on both sides

Step 2, Repeating: “Choose your target”

Player 1 identifies an attack target, and “fires” at it

Player 1 cannot fire at a target that has already been fired at

Both player’s display show whether player 1 gets a hit or miss.

Step 3, Repeating: Player 2 “Choose your target”

Player 2 identifies an attack target, and “fires” at it

Player 2 cannot fire at a target that has already been fired at

Both player’s display show whether player 2 gets a hit or miss.