Displaying Images:

* The image library SDL is used to load images and construct a graphical interface.

Starting the game:

* The first player will be shown a grid, than they will have their ‘ship’ follow their mouse. That is, whenever they mouse a square over the grid, the ship will snap to that position. By hitting a button, the player can rotate their ship. Another button will place their ship. This will continue until the player has placed every ship.
* This information will be stored, the board will reset, and the second player will go through the same process.
* Once both players have placed all their pieces the game will start.

Basic interface:

* Each player will see two grids.
* One grid will show where the player has placed their ships. This grid will also show each space where the opponent has attacked.
* The second grid is used for attacking. The placer will click on this grid to attack. This grid will only show if a particular attack was a hit or a miss.

Playing the game:

* To take their turn, a player simply clicks on their attacking grid. They will receive feedback on their attack.

Ending the game:

* Once one player has attacked every space that the opponent’s ships occupy, a message will be delivered, and the game will end.