Functional Requirements:

1. Users must be able to start the game by choosing the location and rotation of their ships on the starting board.
2. Users must have some interface to be able to select any valid board space.
3. Users must be able see a visual representation of the current state of the game based on their knowledge.
4. Users must be able to receive feedback based on their move.
5. Users must be able to see the moves the opponent has taken.
6. Users must not originally be able to see the location of the other opponent’s pieces.
7. Two users must be able take turns on one computer while playing a single game together.
8. The users must be notified when the game is over.