

First there would be a start screen, with the battleship logo on it, and a start button at the bottom. Next screen would be the instruction screen, with the HOW TO PLAY screen showing up, giving them the basic controls and what the goal of the game is.

The next screen would be a full coordinate plane screen (a,b,c,d,e,f,g,h,i,j,k, 1,2,3,4,5,6,7,8,9,10 as the coordinates) You would place the ships by grabbing them from the side and moving them onto the coordinate plane, when all the pieces are on the board, and the player is satisfied, they will click the continue button.

At this point two coordinate planes with identical points will come up. One with the players ships on it and one that is blank. The blank one will be the enemies and either be randomly generated or if another player is on, they will choose these. The players will then play until all of the ships are destroyed.

The winner will get a "YOU WIN" screen. The loser will get a "YOU LOSE" screen.