Javellship

Team Members: Jose Valencia, Erick Rodriguez, Cesar Kyle Casil, and Cameron Wheeler.

To create a working implementation of the popular game “Battle-Ship” and see either how much shorter or easier each implementation of the game is. By creating this in multiple languages (Haskell and Java) we will learn how to translate logic and we will also be able to compare them to see which language in more efficient to develop the Battle-Ship game.