

Battleship manual

Mike Yang

note: this hw took a bit longer than expected, this manual was not supposed to be the final version...

PART 1: Operations

Game

1, Start game

To start the game, go to the network setting, try to connect to a server, or using your computer as a server.

2, Choose ship positions

This variant of the battleship game allows you to choose the shape of the ship, as long as the ship's blocks are together, it will be fine.

3, Fire shots

Change view to enemy's view to fire shots, default color yellow for a hit.

Your enemy will see what block are hit and what block are not.

4, How to win

Each successful hit will +1 your score.

Who gets to 15 first will win.

Customize the score to win by typing "cheat_win_cond=NUM", where "NUM" is the number of score for a winner to reach. (more console cheats and commands see "Console" section)

5, Restart game

Go to menu, and console, enter commands "reset_battle_p2" and "reset_battle_p1", then enter "replay_again".

6, More cheats

See "Console" section

Network

1, How to connect to a friend

You need a friend to play with, in life and everything,

Click on Network in the main menu, and select “Host Server” if you want to be a server, or select “Connect server” to connect to the server with the IP and socket showing below on the current page.

2, Change the IP address

Click on the Change Socket, a console window opens, and enter the period delimited ip address.

3, Change the socket address

Click on the Change Server IP, a console window opens, and enter the period delimited ip address.

To check, network menu will show the IP address and socket that the next game will use.

4, You will need to click on “ready “ in the game window to start the game after a player has joined.

Error Codes

note: All errors codes will print to your* OS Console, not the in-game console.

type{

A:fileIO

B:inputFormat

}

:A1, Users' configuration file doesn't exist at sub directory "src/main/resources";

:A2, Users' configuration file format bad, read manual for config formatting;

:B1, Users' screen resolution configuration isn't number or doesn't have two comma separated numbers;

Console

To enter a command in the console, goto the main menu and click on “console” button and enter the title of the command followed by a “=” (equal sign) and then a parameter if there are any. (e.g. “cheat_win_cond=10” to change the win condition to 10 score points)

note: not all commands are shown, but these are intended to be used by the users.

warnings: Commands with a “warning” label could be misused to break the game.

net warnings: Commands with a “net warning” label will also affect the connected player, please choose them wisely.

"antialias=on" or “off” to turn on or off the antialiasing of the game.

"resx=NUM" (warning): change the x-axis resolution of the game

"resy=NUM" (warning): change the y-axis resolution of the game

"grid_size=NUM" (net warning): change the grid size of the game, please make sure the grids are either reset or clear.

"reset_battle_p1": clears all of your selections and the damages that enemy have done to you

"reset_battle_p2": clears all of your enemy’s selections and the damages that you have done to them

"loser_message=MSG": replace “MSG” with the desired message under the loser tag.

Loser tag only shows when the game ends, or goes over win condition

default “this is the loser”

"winner_message=MSG": replace “MSG” with the desired message under the winner tag.

winner tag only shows when the game ends

default “THIS IS THE WINNER!!!!!!!!!!”

"get_stuck"(warning): gets your game stuck

Use this when your laptop runs out of battery, and this command will save the current state of the game in memory and stops frame refreshes to save battery.

"cheat_infininit_ammo_on" (net warning):

Gets you infinite ammo. The command is “infininit” not “infinite”, it doesn’t have the “e” at the end. This is a feature to stop players from cheating.

This command will also give you infinite round length, which does prevent you from progressing. Thus, when you’re done, use the next command.

"cheat_infininit_ammo_off" :

Directly sets your ammo to zero and ends the round.

"cheat_i_win"(net warning):

this command will give the win condition and notifies the other player.

"cheat_win_cond=NUM": Change the win condition from 15 to NUM

effective immediately

"cheat_respawn=NUM,NUM"(net warning):

replace both numbers with the coordinates of the ship part you want to respawn.

This will notify your enemy.

"replay_again": replay