Battleship Project

Project Synopsis

This project is a traditional battleship game played on a 10 by 10 board. It will be single player, and the player can interact by clicking on the board to see if it is a hit or not. It will utilize the graphics user interface to make the game graphical and realistic.

Project Description

The objective of the game is to hit all 5 ships placed randomly by the computer within a limited number of moves. If the player chooses the easy difficulty, they will have 60 moves. If they choose the advanced difficulty, they will only have 40 moves to hit the ships. The ships may not overlap.

There are 5 types of ships:

- Aircraft carrier (6 units long)
- Battleship (4 units long)
- Destroyer (3 units long)
- Submarine (3 units long)
- Patrol boat (2 units long)

To make the game riskier and more rewarding, there will be an option to give the player a hint on a single unit of the any battleships on the board. But, they will lose 10 moves as a result. In total there will be up to 3 hints and the player can choose to use it by using the mouse and clicking the buttons on the GUI application.
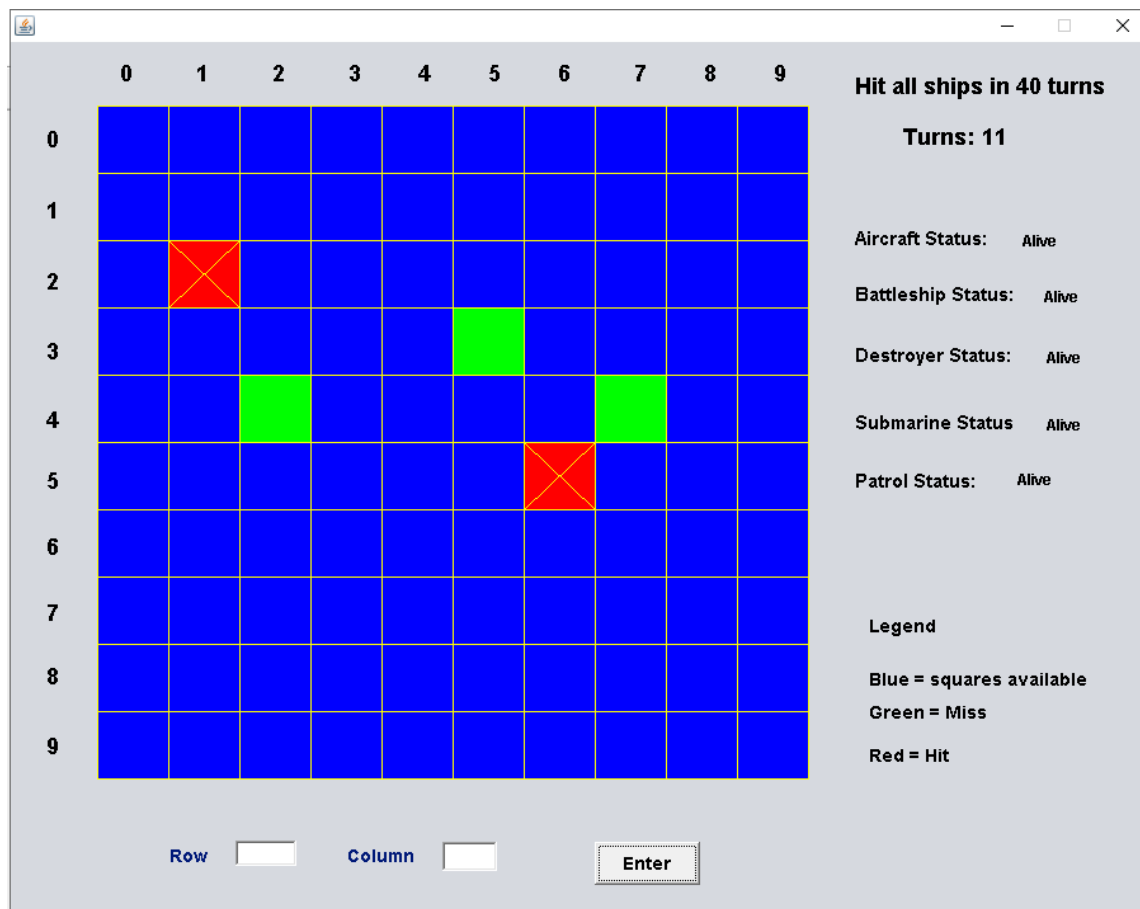
The gameplay and options such as hints, menu and choosing a unit to hit will be directed by the use of buttons. The display of the game such as the remaining ships and number of moves left will be shown on the JPanel GUI application.

Environment and tools

(1) Netbeans IDE 8.2
(2) Java: 1.8.0_191
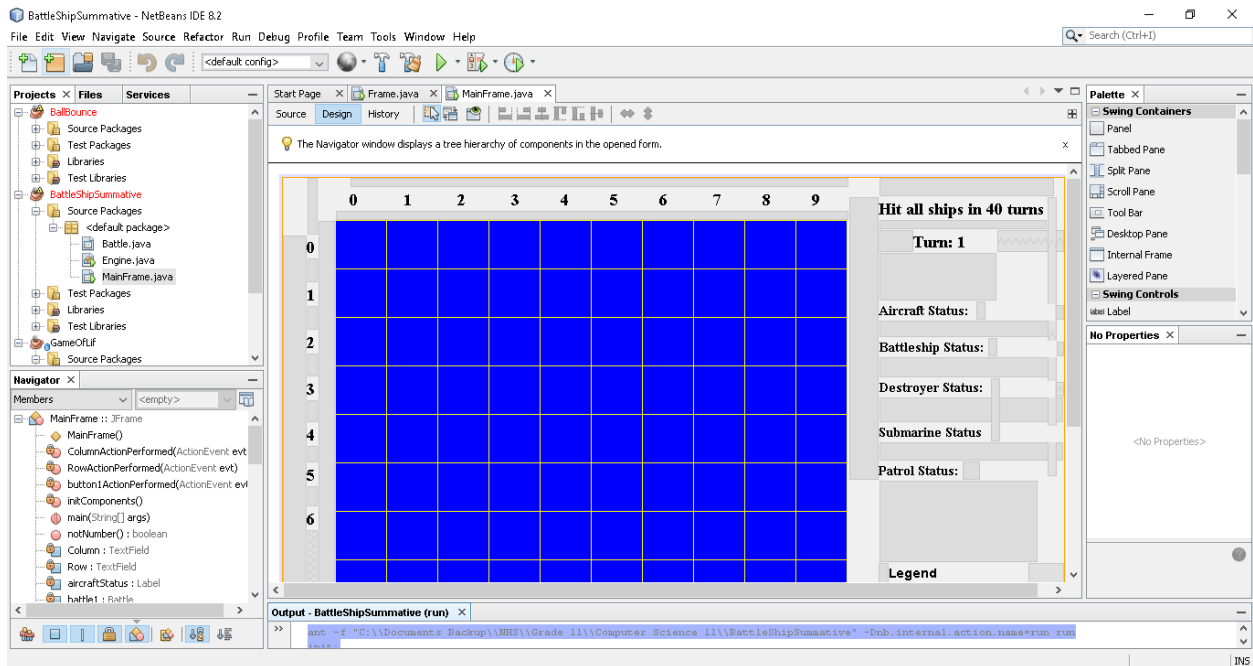
Screen Shots

0 1 2 3 4 5 6 7 8 9

0

1

2

3

4

5

6

7

8

9

Hit all ships in 40 turns

Turns: 11

Aircraft Status: Alive

Battleship Status: Alive

Destroyer Status: Alive

Submarine Status   Alive

Patrol Status: Alive

Legend

Blue = squares available

Green = Miss

Red = Hit

Row ____   Column ____   Enter