

/battleships

- .Gitignore: Tells github what files to ignore in a project
- Build.sh: Is shell script used for building the game
- Clean.sh: is a shell script that is used to eradicate traces of a grenade run
- Contributors.txt: is a text file with the names of all contributors
- README.md
- Run.sh

\battleships\bin\Debug

- List of dll's
- Battleships.exe: executable file used to run the battleship game

\battleships\bin\Debug\Resources

- SwinGame ico's: used to display the application icon for swingame
- Highscores.txt: text document used for highscores

\battleships\bin\Debug\Resources\animations

- Splash and startup txt: used for the startup of swingame

\battleships\bin\Debug\Resources\fonts

- Is a list of fonts that the program uses being: arial, cour, ffaccess and maven_pro_regular

\battleships\bin\Debug\Resources\bundles

- FileDialog.txt: is used to show where file locations are
- Splash.txt: used in the start up of swinGame

\battleships\bin\Debug\Resources\images

- Deploy.jpg: is an image that displays the deploy screen with the ships on the left and the grid to the right of the ships
- deploy_button_hl.png: Displays what ship the user is currently placing
- deploy_dir_button_horiz: displays that the ships are being placed horizontally
- deploy_dir_button_vert: displays that the ships are being placed vertically
- deploy_play_button: used to end the deployment phase of the program and start the nest phase
- deploy_randomize_button: image of button used for randomizing ship placement
- discover: is the game screen for the battle phase which displays a small grid in the left corner aswell as the shots, hits and splashes taken by the player. The image also displays a larger grid to the right.
- Explosion: displays an image that demonstrates an explosion animation used when a player hits a ship

- FileDialogs: Used to display text in a dialog box which the play seems to be able to scroll through
- FileDialog_Scroll: an image used to display the scroller
- Loader: used to display the progress of loading on bootup
- Main_page: is the main screen when the game is launch in the menu
- Ship_deploy_horiz: is a set of images of ships from length 1 to 5 horizontally used in the deploy phase
- Ship_deploy_vert: is a set of images of ships from length 1 to 5 Vertically used in the deploy phase
- Splash.png is an image file used to demonstrate an animation of splashing used when a player misses a ship
- SplashBack.png: is an image file that is used as a background for the splash in Swingame
- Swinburne.jpg: is an image file that is used to display the Swinburne logo on the splash
- SwinGameani.jpg/png: is an image file that demonstrates an animation that is used in the splash screen

\battleships\bin\Debug\Resources\panels

- FileDialog: is a text file used to organize file locations

\battleships\bin\Debug\Resources\sounds

- Error.wav: a sound file that is used by the program when the user makes a mistake
- Hit.wav: a sound file that is used by the program when a user correctly hits the opponent's battleship
- Horrordrone.wav: a sound file that is used by the program as menu music present on the main menu
- Lose.wav: a sound file that is used by the program when the user loses the game
- Sink.wav: a sound file that is played when the user sinks a ship
- Swingamestart: a sound file used when the game is launched
- Watershot.wav: a sound file that is used when the user misses a shot
- Winner.wav: a sound file when the user wins the game

\Development\Week 4\battleships\lib

- The folders goldy, mac, sdl13 are dylib files which are dynamic library files used for references by the application during run time
- SwingGame: dll is just a dll file
- Swingame.dll.mdb: is a data base file which could be used to store data

\Development\Week 4\battleships\lib\win

- All the files located in the win files are dll files

\battleships\Resources

- Contains the same files as **\battleships\bin\Debug\Resources**

battleships\src\Model

- AIHardPlayer.vb: is a visual basic script code for the hard AI
- AIMediumPlayer.vb: is a visual basic script code for the medium option for AI
- AIOption.vb: is a visual basic script used to determine the setting of the AI
- AIPlayer.vb: is a visual basic script used for the base code of the AI giving it the ability to deploy ships and shoot at the players ship
- AttackResult.vb: is a visual basic script used to return the result of the last attack
- BattleShipsGame.vb: is a visual basic script that is the core of the game such as deploying ships and swapping between the two players
- Direction.vb: is a visual basic script that demonstrates what direction a ship can be placed
- ISeaGrid.vb: is a visual basic script that displays the grid that the player can use
- Player.vb: is a visual basic that can see both player and enemy's grid as well as checks if all ships are destroyed and placed
- ResultOfAttack.vb: is a visual basic script similar to AttackResult.vb returns result of an attack
- SeaGrid.vb: is a visual basic script that displays the large grid in which the ships are displayed on
- SeaGridAdapter.vb: a visual basic that changes the display of the seagrid to either a sea tile or ship tile
- Ship.vb: is a visual basic script that stores all the data related to the ship such as its name, size and number of hits taken aswell as its hits and wether or not it is destroyed.
- ShipName.vb: is a visual basic script that stores the name of the ships
- Tile.vb: is a visual basic script that stores the information about each individual tile
- TileView.vb: is a visual basic script that stores the values of a given tile

\battleships\src

- DeploymentController.vb: is a visual basic script that handles the players actions
- DiscoveryController.vb: is a visual basic script that is used to handle the battle phase between the user and the AI
- EndingGameController.vb: is a visual basic script that is used to manage the interactions at the end of a game
- GameController.vb: is a visual basic script that is responsible for managing the game such as user input and displaying the current state of the game
- GameLogic.vb: is a visual basic script that is used to launch the game
- GameResources.vb: is a visual basic script that is used to load all of the resources that the program needs
- GameState.vb: is a visual basic script that represents the state of the battleship gameplay which controls the actions and view displayed to the player
- HighScoreController.vb: is a visual basic script that is used to display and collecting high score data
- MenuController.vb: is a visual basic script that is used to draw up the menus such as the main menu and the settings
- UtilityFunctions.vb: is a visual basic script that stores methods of drawing and interacting with the mouse