

**battleships:** Contains the folders **bin**, **lib**, **Resources**, **src**, **tmp**, and the files **build.sh**, **run.sh**, **clean.sh**, **contributors.txt**, **out.txt**, and **README.md**.

**bin:** Contains the folder **Debug**.

**Debug:** Contains the folder **Resources**, the application **battleships.exe**, the file **battleships.pdb**, and 20 dll files.

**Resources:** Contains file folders **animations**, **bundles**, **fonts**, **images**, **panels**, **sounds** and text document **highscores.txt**, the game icon for windows **SwinGame.ico**, the game icon for MAC **SwinGame.icns**

**animations:** Contains the files **splash.txt** and **startup.txt**

**splash.txt:** Describes the splash animation.

**startup.txt:** Describes the startup animation.

**bundles:** Contains the files **FileDialog.txt** and **splash.txt**.

**FileDialog.txt:** Loads the resources used by the file

**splash.txt:** Loads the resources used by the splash screen.

**fonts:** Contains the font files **arial.ttf**, **cour.ttf**, **ffaccess.ttf**, **maven\_pro\_regular.ttf** used in the game.

**images:** Contains all the images used in the game including backgrounds, ships, buttons etc..

**panels:** Contains the file **FileDialog.txt**

**FileDialog.txt:** Loads the bitmap for the panels that the game is played on.

**Sounds:** Contains the sound files **error.wav**, **hit.wav**, **horrordrone.wav**, **lose.wav**, **sink.wav**, **SwinGameStart.wav**, **SwinGameStart.wav**, **watershot.wav**, **winner.wav** used in the game.

**highscores.txt:** Stores the highscores in a text file.

**SwinGame.ico:** The icon for the game on windows.

**SwinGame.icns:** The icon for the game on MAC.

**battleships.exe:** Launches the battleships application.

**battleships.pdb:** Stores debugging information about the program.

**lib:** Contains the folders **godly**, **mac**, **sdl13**, **win**, 2 .dll files, and the file **cygpath**.

**godly:** Contains 1 .DYLIB file.

**mac:** Contains 1 .DYLIB file.

**sdl13:** Contains 1 .DYLIB file.

**win:** Contains 19 .dll files and the file **swingame.rc**.

**Resources:** Contains the same as listed above.

**src:** Contains the folder **Model** as well as the files **DeploymentController.vb**, **DiscoveryController.vb**, **EndingGameController.vb**, **GameController.vb**, **GameLogic.vb**, **GameResources.vb**, **GameState.vb**, **HighScoreController.vb**, **MenuController.vb**, **UtilityFunctions.vb**.

**Model:** Contains the files **AIHardPlayer.vb**, **AIMediumPlayer.vb**, **AIOption.vb**, **AIPlayer.vb**, **AttackResult.vb**, **BattleShipsGame.vb**, **Direction.vb**, **ISeaGrid.vb**, **Player.vb**, **ResultOfAttack.vb**, **SeaGrid.vb**, **SeaGridAdapter.vb**, **Ship.vb**, **ShipName.vb**, **Tile.vb**, **TileView.vb**.

**AIHardPlayer.vb:** Contains the code for the hard version of the AI.

**AIMediumPlayer.vb:** Contains the code for the medium version of the AI.

**AIOption.vb:** Contains the code for the options of AI difficulties.

**AIPlayer.vb:** Contains the code for the easy version of the AI.

**AttackResult.vb:** Contains the code to return the result of an attack.

**BattleShipsGame.vb:** Contains the code that adds the players to the game and deploys the ships before starting the game. Also allows players to shoot and detects if players are destroyed.

**Direction.vb:** Contains the code that allows ship to be oriented.

**ISeadGrid.vb:** Contains the code that allows the player to see and attack opponent's grid.

**Player.vb:** Contains the code that allows for a player to interact with the game.

**ResultofAttack.vb:** Contains the code for the possible results of attacks.

**SeaGrid.vb:** Contains the code for the grid on which the player deploys their ships.

**SeaGridAdapter.vb:** Contains the code that allows for change in a sea grid view.

**Ship.vb:** Contains the code for the ship, and what they know about themselves.

**ShipName.vb:** Contains the code for the names of the ships.

**Tile.vb:** Contains the code for the tiles and what they know.

**TileView.vb:** Contains the code for the values that are visible for each tile.

**DeploymentController.vb:** Contains the code for the controls during the deployment phase of the game.

**DiscoveryController.vb:** Contains the code for the controls during the battle phase of the game.

**EndingGameController.vb:** Contains the code for the controls during the phase after the game has ended.

**GameController.vb:** Contains the code responsible for controlling the game and managing user input, while also displaying the current state of the game.

**GameLogic.vb:** Contains the code which opens the window and plays the game while also playing the music in the background

**GameResources.vb:** Contains the code which lists all the resources the game uses including animations, images, sounds, fonts, bitmaps etc.

**GameState.vb:** Contains the code that stores the different game states which are used to control what the user is seeing.

**HighScoreController.vb:** Contains the code for the controls while inputting highscores.

**MenuController.vb:** Contains the code for the controls while interacting with the menus in the game.

**UtilityFunctions.vb:** Contains the code for a number of functions used when drawing and interacting with the mouse.

**tmp:** Empty.

**build.sh:** Contains the logic that carries out the build steps for the program.

**run.sh:** Contains the logic that carries out the run steps for the program.

**clean.sh:** Contains the logic that cleans the directories after you done running the program.

**contributors.txt:** Contains a list of the people who contributed to creating the program.

**out.txt:** Contains information about the licensing of the program.

**README.md:** A markdown text file containing basic information about running the program and its requirements.