Project 1

<BattleShip>

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Introduction

Title: Battleship Game

I have chosen to code Battleship because it is a fun game that I am familiar with. When making it, I found various struggles with ensuring that the game functions correctly. I wanted to make sure that the computer opponent that the player plays against has a random board so that the game has some replay value. I have attempted to program battleship in the past, but due to its lack of functionality, I decided to code this program from scratch again.

Battleship is played with two boards and two players. The board is a 10x10 grid where the x coordinates are listed as the letters A through J and the y coordinates range from 1 to 10. Each player sets up their board with 5 ships of various sizes without letting their opponent see. The game starts with one player guessing a spot where the other player has one of their ships. If they succeed in guessing, they can place a red tab on their board where they have successfully guessed the opponent's ship. If they fail in guessing, they must place a white tab on their board in that spot. The game continues until one player has successfully guessed every spot and has therefore sank all of the other player's ships.