

User Documentation

Running the game:

Linux:

- 1) switch to the game directory and run `./battleship`

Windows:

- 1) Double click the exe file

Playing the Game:

Placing Ships:

- 1) The game cycles through player turns
- 2) To begin, each player places their 5 ships
- 3) To place ships:
 - a) Click on the ship name on the bottom left corner.
 - b) Click on a cell to place the head.
 - c) Click on an adjacent cell in the direction you want to rotate. The game automatically places all other cells.
 - d) Repeat steps for all 5 ships.
- 4) Click "Finished" to switch to player 2.
- 5) Player 2 repeats all of the above steps.

Firing:

- 1) Left click on a cell to fire
- 2) If a ship is hit, cell will turn green.
- 3) If no ship is hit, cell turns red
- 4) Click the "Finished" button or press spacebar and hand the computer to the other player
- 5) Next player press spacebar to begin their turn.

Tracking progress:

The mini board on the bottom left is called your home board and keeps track of your board's current status. The big board in the center of the screen is called the targeting board.

Cell color on the home and targeting boards signify the status of the cell.

Home Board:

- 1) Cells that have been fired at and have a ship turn pink.
- 2) Cells without a ship do not change color.
- 3) Cells with ships are either purple if the cell is a head or blue if it is not a head.
- 4) All cells of a ship turn brown if it is sunk.
- 5) The ship cells remaining count for a sunk ship shows 0.

Targeting Board:

- 1) Cells you have fired on turn different colors based on whether a hit was registered:
 - a) Pink: If no hit
 - b) Green: If hit
- 2) When a ship is sunk, all cells for that ship turn dark blue.

Winning

The first player to sink all of the opponent's ships wins the game.