

## USER'S MANUAL GAME: **NAVAL BATTLE**



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## Description of the game

The Battle of the Battleship is a board game in which 3 teams, each composed of 3 ships, compete against each other. The ship is either controlled by a human or by a computer.

## Rules of the game and understanding of the game

- The game is composed of 3 teams and a game board (which will include in particular a "drawing" to visualize the state of the game and the movement of the ships);
- each team is composed of a list of ships and can be either a battalion (military status) or fishermen (neutral status); we will consider that there are two military teams and one neutral;
- the ships are either warships or fishing boats; there are 2 types of warships (destroyers and submarines) and only 1 type of fishing boat (trawlers); destroyers and trawlers are surface ships while submarines are deep-sea ships;
- one of the three teams will be played by the computer, while the other two will be played by humans; the allocation of roles will be done by drawing lots when the game is launched;
- During the game, each team will have to choose in turn a ship in its list and the action to perform (MOVE, SHOOT, FISH); the choices of the human teams will be made by interaction with the players (keyboard input) while those of the artificial team will be made by random draw;
- each ship is likely to be sunk by a shot from a warship; and submarines are likely to be damaged by trawlers (propellers caught in the trawl); in this case, they are not sunk but they can no longer move ;
- the movement and shooting capabilities depend on each ship; in each cell of the drawing, there can only be one surface ship and one deep-sea ship at most; for simplicity's sake, we will consider that a ship occupies only one cell and that a single shot at the target is sufficient to sink it; similarly, for a submarine to be damaged, it is sufficient for it to be underneath a trawler when fishing;
- the end of the game occurs as soon as one of the 3 teams has no more ships; the winner is the team that has the most valid ships left (i.e. not sunk and not damaged); this can be the team
- For directions (EAST, WEST, NORTH, SOUTH) and actions (MOVING, SHOOTING, FISHING) they must be typed entirely in capital letters.

## Launch of the game

You have to unzip the folder, go to eclipse, then create a project, drag it in and launch the Game class run.

**!!!!!!!!!!!!!!!!!!!!GOOD GAME!!!!!!!!!!!!!!!!!!!!**