OBJECTIVE:

The objective of the game is to sink all of other enemy's ships.

HOW TO PLAY:

1. BattleShip is a guessing game for two players (Player vs Player OR Player vs Computer).
2. Both players place all of their ships according rules.
3. Each player has one chance to shot by turn to guess where is the ship and hit it.
4. Game ends when all ships has sinked.

BOARD:

Player has two 10x10 fields - the left one its own & on the right side the enemies.

Pay attention - field has it’s coordinates to column & row, they are used to place the ships or

make a shot.

SHIP PLACEMENT:

Player has to place following ships in their field:

|  |  |  |
| --- | --- | --- |
| Class of ship | Size | Count |
| Battleship | 4 | 1 |
| Cruiser | 3 | 2 |
| Destroyer | 2 | 3 |
| Submarine | 1 | 4 |

Ship placement rules:

* Ship have to be inside the board
* Ship can’t overlay of other ship
* Ships can’t be right next to each other, it have to be at least 1 free cell between ships
* Ships can be placed horizontally or vertically

GAME PLAY:

When both players have placed their ships Game starts.

Player sees its own playing field openly and see where are his ships and sees other player’s field is covered - it’s the place where the guessing takes part.

Each player has one chance to shot by turn to guess where is the ship then turn goes to other player.

SHOOTING:

There are 3 possible results whille shoting:

* Missed - no ship at that cell
* Hit - you have damaged the ship,but it’s still alive, try to shot near the hit
* Sinked - You have destroyed the ship

\*Game in console: Missed = \* ; Hit = X; Sinked= #

\*\* Game as application: Missed =●; Hit = X; Sinked = ⬛

GAME ENDS:

Game ends when all ships has sinked.

The winner is the one who first sinks all 10 enemy ships.