

## BattleShip Project Rubric:

Game networking setup should use localhost and port 12345 by default. Possible to change ip/hostname and port through pyFltk GUI.

\_\_\_\_\_ General functionality of game: 20

- 4 ships. Each of length 1,2,3,4 squares.
- no bugs

\_\_\_\_\_ Able to properly place four ships using left click (Horizontal) and right click (Vertical) 10

- cannot place ships partially off board
- cannot overlap ships

\_\_\_\_\_ Network playable 20

- TCP or UDP ( TCP recommended )
- Take turns shooting (cannot shoot twice before opponent)
- should be playable on real network AND localhost (important so it can be marked)

\_\_\_\_\_ Sinking ships 20

- Hits should be displayed for both players
- Misses should be displayed for both players
- Complete sunken ships should be recognised (ex. Turning ship black) for both players

\_\_\_\_\_ Winning 10

- Win detection. Message both players winner/loser
- No clicks/shooting possible after win/loss

\_\_\_\_\_ Sound Effects (optional)

- simpleaudio recommended

Coding style: 20

\_\_\_\_\_ use of meaningful variable names

- avoid meaningless names
- names should not be very long ie. Horizontalposition

\_\_\_\_\_ comments

- comment lines which require explanation
- do not comment every line
- do not write verbose comments
- comments should be short and to the point (concise)
- not in sentence form
- will YOU be able to understand your code 1 year later
- function docstrings required (purpose, accepted args, return values)

\_\_\_\_\_ efficient code

- prefer loops instead of code repetition
- prefer functions for code that has a specific purpose

\_\_\_\_\_ readable and logical code

- easy to understand
- avoid convoluted/complicated code
- blank lines to separate logical blocks