

## Easy BattleShip Project Rubric:

Hand in one file only. You should specify if it's the server or client from the command line. Images hit.png, ship.png, blank.png, miss.png are provided. Please use these images from the same directory as your source code.

Example:

```
python3 battleship.py server localhost 4444
```

```
python3 battleship.py client localhost 4444
```

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

- 5 ships in a 5x5 grid. Each ship is one button in size.
- cannot overlap ships
- shooting only starts when both players have placed their ships
- no bugs

\_\_\_\_\_ 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

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

- Win detection when all ships are sunk. Message both players winner/loser
- No clicks/shooting possible after win/loss

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