



Battleship

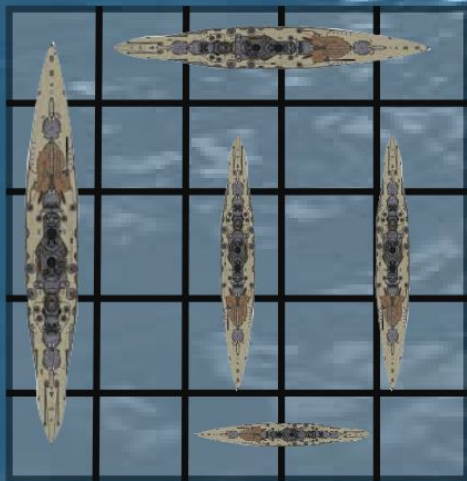


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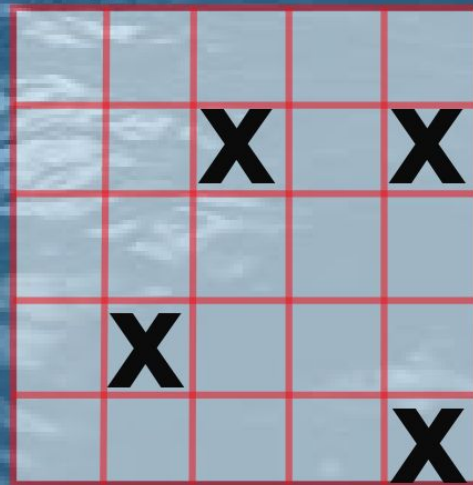
PLAYER: 1
SCORE:

SHIPS REMAINING:
SHIPS HIT:

NEXT...



PLAYER



OPPONENT

Design Layout

- Border Layout for overall frame
 - North:
 - Player status with the number of ships remaining, hit, and score
 - East:
 - Player Grid. User places ships on player grid before game starts cannot change after game starts
 - West:
 - Opponent Grid. User guesses hit or miss. UI displays whether the guess was correct or wrong
 - South:
 - Displays the name of the grids (Player/Opponent).
 - Enter coordinates of ships

Design Layout

- Grid Layout for the battleship grids
- ActionListeners and MouseListeners
 - JButton for “Next” and “Exit” Button

Geometrical Shapes

- Arc
 - The waves and the clouds for welcome screen
- Line
 - The ships for the welcome screen
- Circle
 - The bombs

Prepared Graphics

- JPEG image for the sea background and the ships



Next Player's Turn

Frame

W: 500

H: 500

Layout: Absolute



Image instance
set to an
ImageIcon
(PNG)



Next Player's Turn

JLabel

JButton

