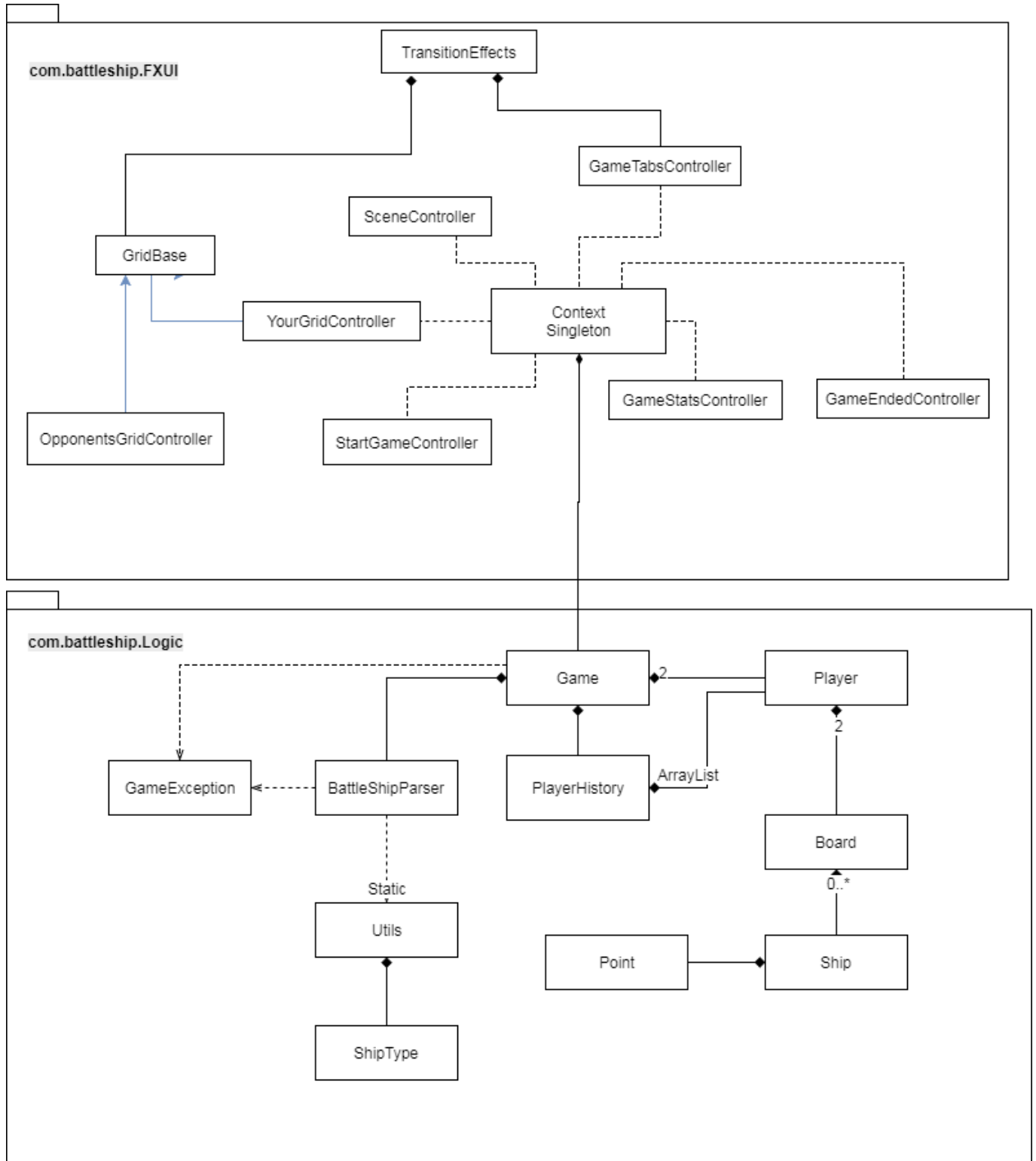


BattleShip

By Lior Rokach & Dor Galam

Based on the design of <https://battleship-game.org/en/> going for simplicity and good user experience.

Class diagram:



Logic:

- Main - creates an instance of ConsoleUI and lets it run
- ConsoleUI - handles receiving input from user etc
- Game - handles all game functions
- PlayerHistory - holds player objects for each turn to retrieve later
- Player - holds player details and its boards
- Board - holds two types of boards, the attempts board and the ship position board
- Ship - holds its score, location & more
- BattleShipParser - handles parsing XML & validating everything inside
- GameException - custom exception thrown to provide meaningful error messages
- Utils - holds static data & functions for Parser to use
- ShipType - basic information about a ship, length, name, amount etc.

FXUI:

- Context - singleton that holds all necessary data for the UI controllers
- Controllers - each of them handles the relevant FXML file behavior
- GridBase - base class for OpponentGridController & YourGridController, generates the board
- Transition effects - simple functions to add fade transition

Implemented bonuses:

1. Style themes

Programmers:

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