Milestone 1 - "Group 18"

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CRC Cards:

Player

Knows balance	Shop
Knows deck	Ship
Knows ships	Card
use card	
buys from store	
attack	

Ship

	Player
Knows length	
Knows if sunk	
Knows coordinates	
get hit	

Main

Know cards available	Player
Know players	Card
determin winner	
control turns	

Card

Know price	Player
Know ability	Main

Coding Standard:

We have agreed to stick to camelCase for naming variables and functions

Curly braces will be formatted like this:

function() {

//body

}

Design thought process:

As shown in the CRC cards we are currently planning on having a main class, a player class, a ship class, and a card class. For now, we are thinking about implementing local 1 versus 1 multiplayer in our battleship game. Each turn, players will either choose to buy a card from the shop, shoot once at their opponent, or use one of their cards (which have special abilities). Players will either gain money over time or start with a set amount of money to use in the store.

The cards we have planned:

- Torpedo: shoots across a whole row/column and hits the first thing it comes across
- Nuke: hits 5 boxes at once
- Surveillance plane: see what is at ~5 different boxes
- Reposition: move one of your ships
- Repair/Armor: fix one tile of a ship, only if it is partially damaged