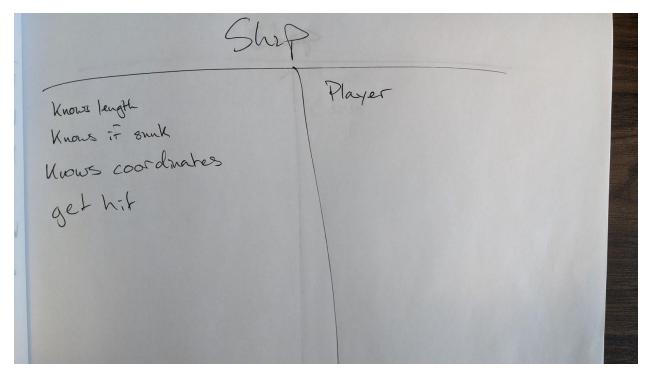
# Milestone 1 - "Group 18"

# Obaid Ebadi, Nate Jones, Evan Kuehr, Andrew Mitchell

## **CRC Cards:**

	PI	ayes
d	Knows balance Knows deck Knows shops use card buys from store attack	Shop Ship Card



Mann

Know cards available

Know players

defermen winner

control turns

Know price Player Main
Know ability

#### **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