Team C2 Project Description

Team C2 have developed our own version of Battleship (Category B).

Our Team Battle Royal project consists of both a text-based version of the game as well as a game with a completed GUI. We attempted to fit in as much functionality as possible with the key features being:

* Smarter than random AI
* Previewing ships before placement
* Textures for visual enhancements
* Messages for players
* Random ship placements

In our final Iteration of the project, we were also able to condense our code down and remove numerous redundancies. We were able to implement Object Oriented practices better and ended up with a much cleaner and more concise code base for our project.

As of right now, a user can choose to play a single player game vs AI. The user is then directed to enter their name and can then play the game in 2 phases.

Phase 1 – Ship Placement

In this phase, the player may place their 5 ships (Carrier, Battleship, Submarine, Cruiser, and Destroyer) wherever on they choose to on the board and may rotate their ships if they desire. The current orientation of the ship is shown, and preview of where the ship will be placed can be seen upon hovering over the board. The player also has an option to randomly place all the ships.

Phase 2 – Guessing Opponent Ship Locations

In this phase of the game, the player can use the opponent’s board (on the right side of the window) to guess where opponent ships are. When a guess has been made, the button will respond to alert the user whether their guess was a hit or a miss. A button on the player’s board will also change to reflect the AI’s guess. This phase continues until someone wins.