MINI-PROJECT REPORT

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**MINI-PROJECT TITLE** : BATTLESHIP GAME USING PYTHON 3.7.0

**INTRODUCTION**: BATTLESHIP IS A WAR-THEMED BOARD GAME FOR TWO PLAYERS IN WHICH THE OPPONENT TRY TO GUESS THE LOCATION OF THE OTHERS SHIP. A PAPER AND PENCIL VERSION OF THE GAME DATES BACK TO WORLD WAR I, BUT MOST PEOPLE ARE FAMILIAR WITH THE GAME THROUGH THE PLASTIC BOARD GAME THAT WAS FIRST MARKETED BY THE MILTON BRADLEY COMPANY IN 1967. SINCE THEN, THE GAME HAS SPAWNED VARIOUS VIDEO GAMES AND SMARTPHONE APP VARIATIONS. TODAY, THE BOARD GAME VERSION IS PRODUCED BY HASBRO, WHICH ACQUIRED MILTON BRADLEY IN 1984.

**IMPLEMENTATION** :

I HAVE IMPLEMENTED A MINI-PROJECT ON BATTLESHIP GAME WITH FOLLOWING,

* THEY CAN ENTER A GUESS THAT’S OFF THE BOARD.
* THEY CAN GUESS A SPOT THEY’VE ALREADY.
* THEY CAN JUST MISS THE SHIP.

THE PROCESS LOOKED LIKE,

* CREATED IF STMT TO CHECK ENTERED GUESS\_ROW AND GUESS\_COL IS GREATER OR LESSER THAN BOARD SIZE.
* WE ALLOWED 10 CHANCES TO USER IN FOR LOOP. WILL INCREASE BY 1.
* X MARK WILL APPLY ON EVERY ROW & COL SELECTION. AND IF USER SELECT SAME ROW & COL AGAIN, WILL PRINT ’MISSED THAT ONE ALREADY’.
* IF GUESS ROW AND COL IS NOT SIMILAR TO RANDOM SHIP ROW AND COL, THEN IT WILL SHOW ‘YOU MISSED THE BATTLESHIP’.

**SPECIFICS ABOUT THE TECHNIQUES I USED:**

* CREATED EMPTY LIST **BOARD=[ ]** THEN CREATED **BOARD\_SIZE VARIABLE.**
* USED **BOARD.APPEND([‘O’] \*5)** TO PRINT 5X5 BOARD. AND JOIN WITH **JOIN().**
* IMPORTED RANDOM PACKAGE FOR **RANDINT()** TO GENERATE RANDOM SHIP ROW & COL.
* IMPORTED TIME PACKAGE FOR **TIME.SLEEP()** (TO MAKE MORE INTENSIVE ).

**CONCLUSION:**

BY USING ALL THE ABOVE TECHNIQUES, WE HAVE SUCCESSFULLY IMPLEMENTED THE BATTLESHIP GAME IN PYTHON.