

Internet Battleship

By Jeff McMillan and Lucas Gomes

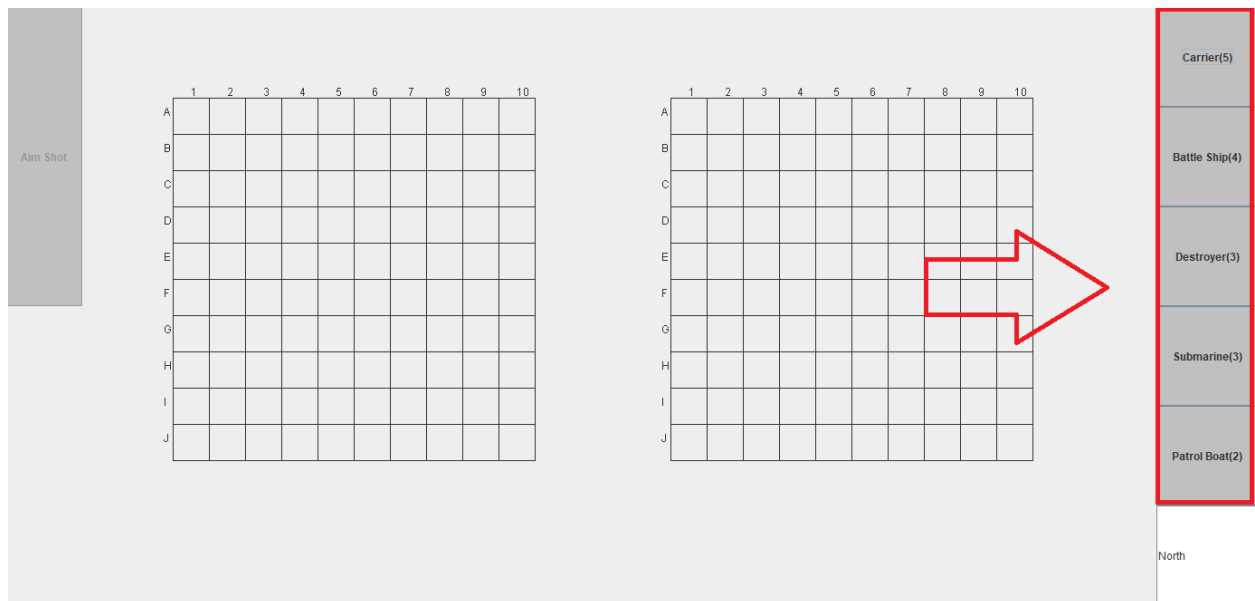
How to play

- 2 Players, each have 5 ships of different sizes
 - Carrier - length: 5
 - Battleship - length: 4
 - Destroyer - length: 3
 - Submarine - length: 3
 - Patrol boat - length: 2
- The players place these ships on 10x10 playing boards, which the other player cannot see, then they take turns guessing where the other player's ships are.
- On their turn, a player will choose a set of coordinates, and the opposing player will tell them if there is a ship at those coordinates. The player whose turn it is will mark the hit or miss on a second board that keeps track of where they have already guessed, and then they pass the turn.
- When a player correctly guesses where a ship is, the ship is "hit" at that spot, and if every part of the ship is hit, it sinks.
- If every ship a player controls has sunk, they lose.

Connecting to another player

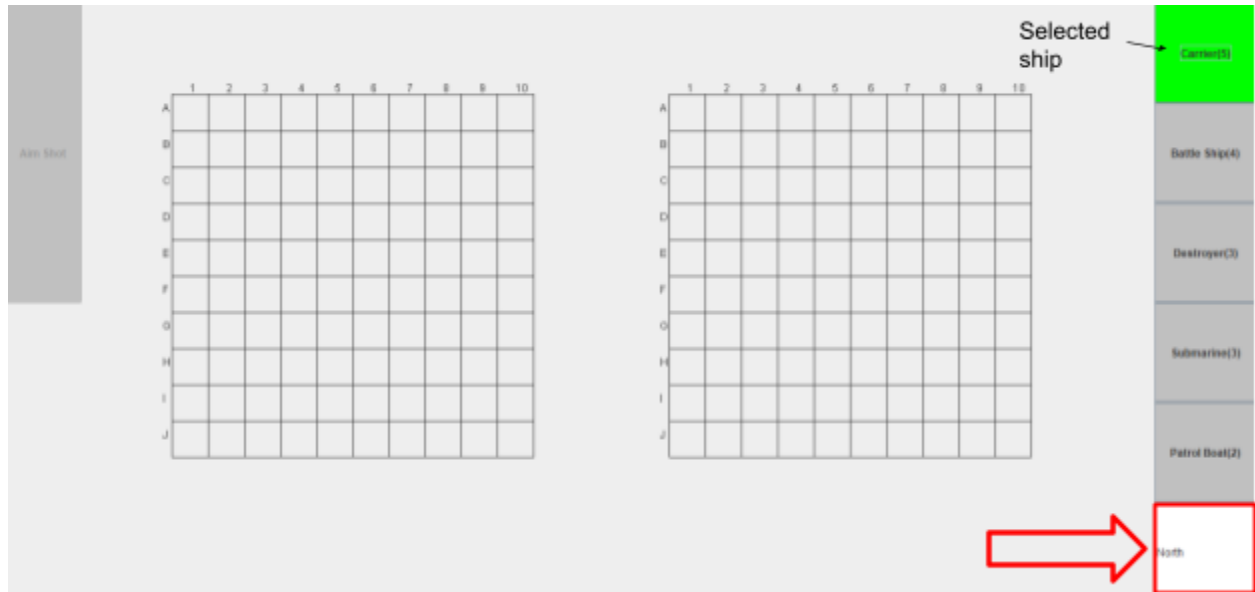
Placing Ships

Ship buttons



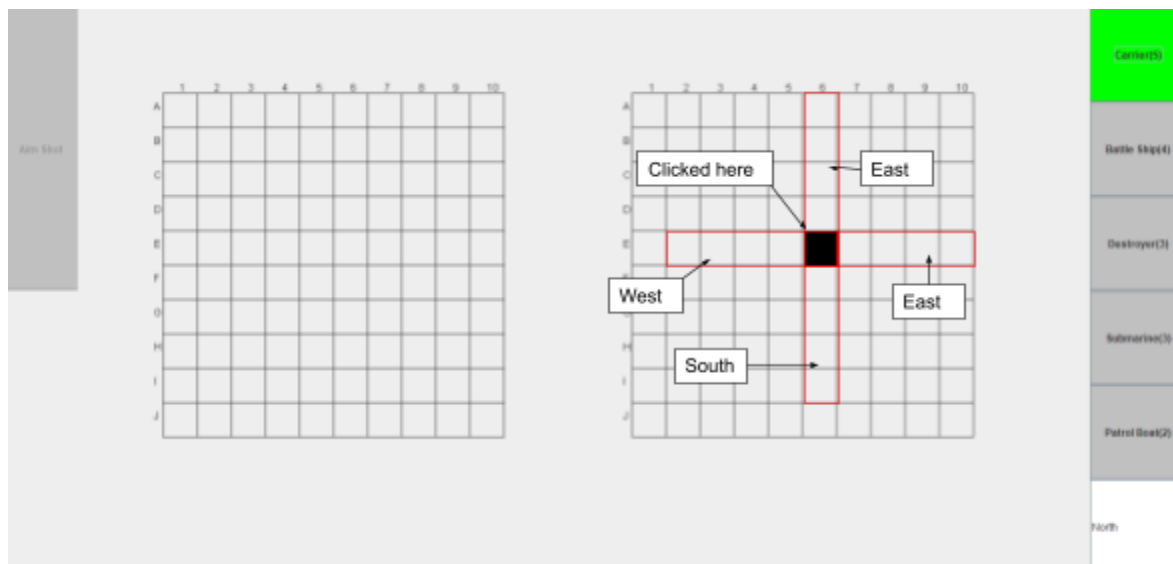
To place a ship, select the ship you would like to place using one of the buttons on the right.

Orientation



Next select the orientation of the ship by typing “north”, “east”, “south”, or “west”(not case sensitive) into the textfield in the bottom right corner

Placing ship and orientation



Once you have selected both the ship you would like to place and what orientation you would like it to be, click where you want the ship to go on the right board. Ships can not be placed in a way that would make them go off the board

or overlap with another ship. If a ship would either overlap or go off the board this message will appear:

Message



Ship does not fit there



Successfully placed carrier in north orientation at 6E

Aim Shot

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
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Carrier(5)

Battle Ship(4)

Destroyer(3)

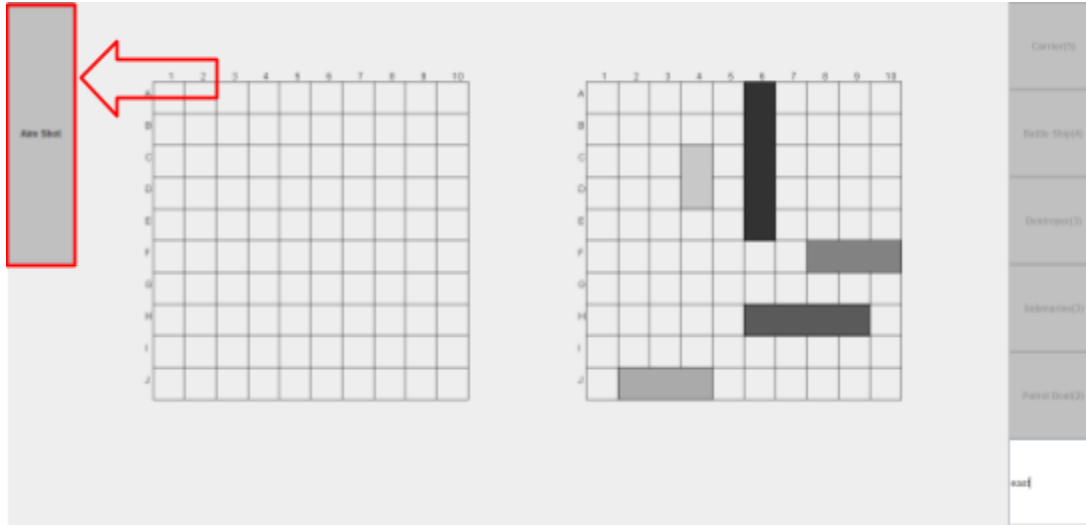
Submarine(3)

Patrol Boat(2)

North

Taking shots

Aim shot button



Once both players have placed all of their ships and are ready, the button on the left side of the screen will unlock, allowing you to take shots at your opponents ships if it is your turn. To take a shot, simply press the button, then click on the left board where you would like to shoot. Misses will be marked by a black circle, while hits will be marked by red x's

Hit and miss side by side

