Battleship

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By Kelby Hubbard and Jacob Jakiemiec

https://github.com/JJakiemiec/Battleship

Process

Used User Stories for designing

Mini-planning meetings

Git used as version control system

Test Driven Development

Pair Programming (partly)

Kanban Board

What We Accomplished

All major designs are finished

Tutorial

Shooting

Ship placement

Board creation

Our Design

Board Class

    Places ships

    Shoot tiles

    Ensure valid placement and actions

    Holds a vector of Tile

Tile Class

    Coordinates

    Ship and Ship Types

    isHit

Board only creates Tiles of importance

    Ship is present

    Ship is hit

    Spot has already been shot

What's Next (if we had more time)

Finish interactive menu / tie in all of our functions into operating game

Fix board printing bug (rotated clockwise)

Final bug testing

AI opponent

The End

Questions?