# CS 342 - Project 4 Battleship!
## Spring '24, Prof. Evan McCarty

**Team:**
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**Roles and Duties:**
Wireframe creation: Rahin
Wireframe review and modifications: Aarav

Client Class Diagram creation: Aarav
Client Class Diagram review and modifications: Rahin

Server Class Diagram creation: Rahin
Server Class Diagram review and modifications: Aarav

Server Code Setup: Aarav
Board class and supporting class setup: Rahin

Initial Server Testing: Rahin
Initial Client Testing: Aarav

Coding and Debugging: Both as needed
Front-end coding: Rahin
Final Test creation: Aarav

Final Testing and changes: Both as needed
Documentation handling: Rahin
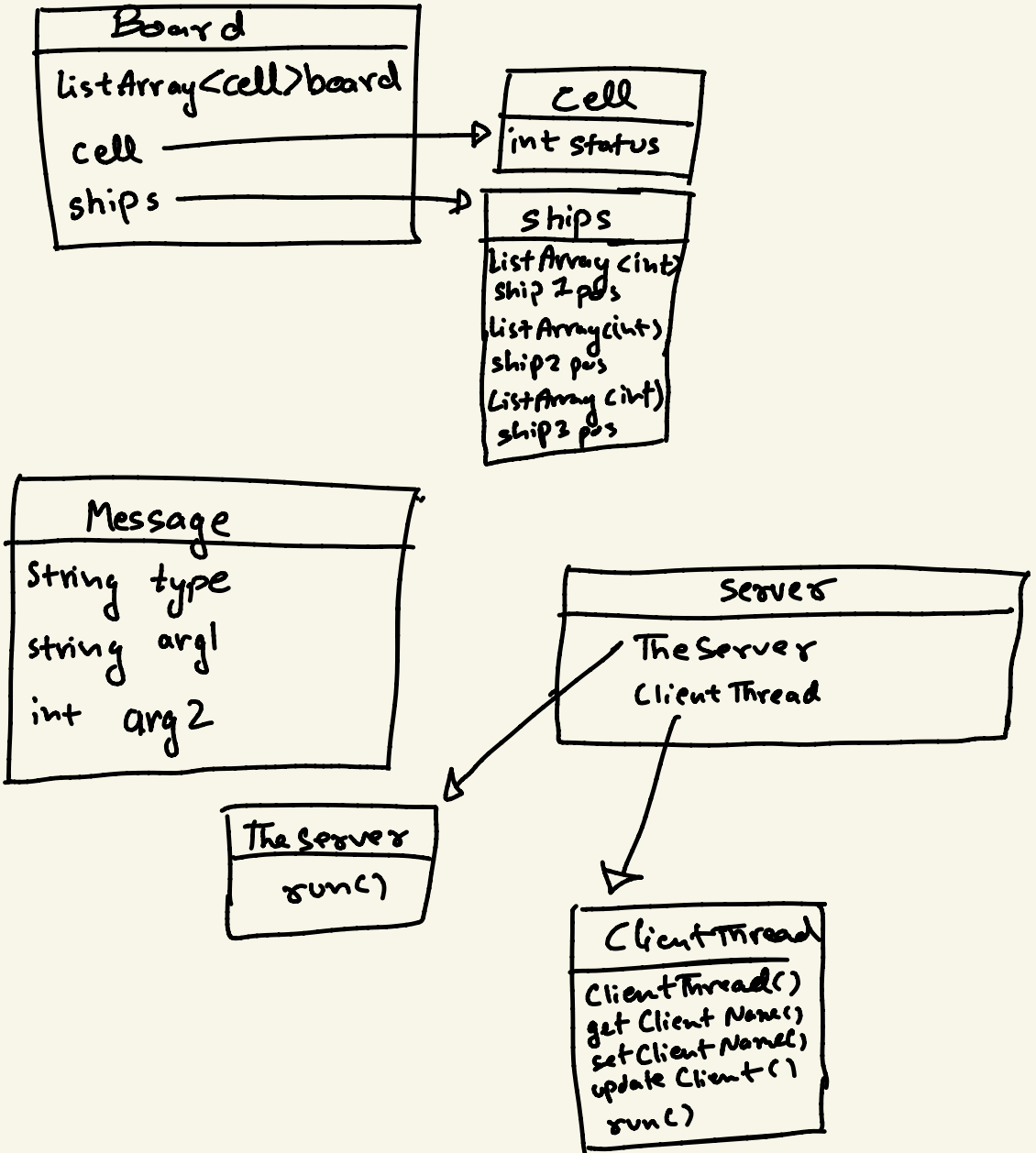
**Signatures:**

**Tools used:**
Wireframes: Figma
Class Diagrams: Hand drawn
Ideation and allowed AI LLM: ChatGPT
Collaboration tool: GitHub
IDE: Intellij

# Class Diagram

**Board**

listArray<cell>board

cell ⟶ **Cell**
int status

ships ⟶ **Ships**
ListArray (int)
ship 1 pos
listArray(int)
ship2 pos
ListArray (int)
ship3 pos

**Message**

String type

string arg1

int arg2

**Server**

TheServer
Client Thread

**TheServer**
run()

**ClientThread**
ClientThread()
get Client Name()
set Client Name()
update Client()
run()

## CompPlayer

void playTurn ()

void setBoard ()

void pickOppCell ()

## Player

player( )
run()
selectCell()
setBoard()
giveUsername()

## Game

CompPlayer comp
Player player1
Player player2
Board board
game init()
game end()

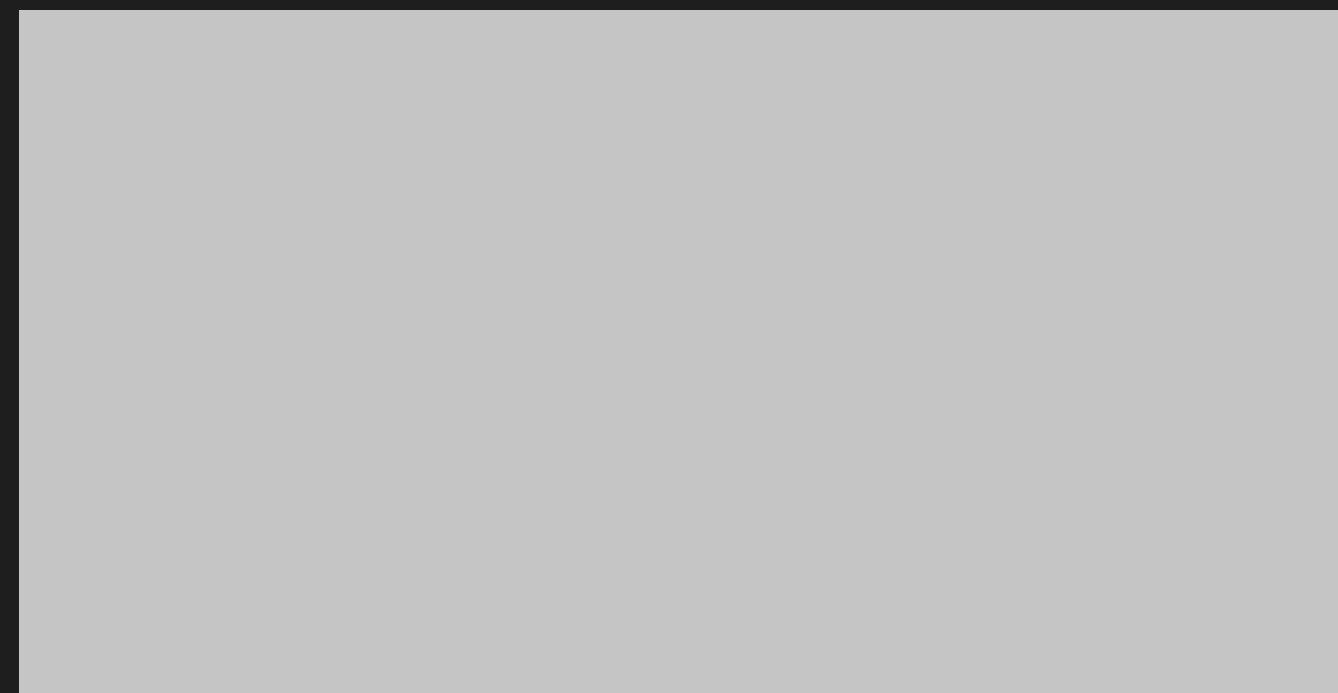# Battleship!

vs computer     vs player     How to play

# How to play

# Battleship! vs computer

Place your ships!

QUIT     BEGIN

# Battleship! vs player

Place your ships!

QUIT     name...     BEGIN

you     computer

QUIT

you     player name

QUIT     waiting for opponent ...