# **Battleship Plan**

# Submitted to**: Mr. Fulk**

# Project Manager**: Jacqueline Wen**

Date: 4/22/2020

Project Overview: Battleship is a guessing game. We will use GUI and algorithms to make both a person vs person and a person vs AI battleship game.

Project Team: Jacqueline Wen will be mainly working on the algorithms and class structure of this game with some assistance from her partner.

Meghana Muddireddy will mainly be working on the GUI portion of this project and making a user-friendly interface using the algorithms that have been coded by her partner along with assistance from her.

Challenges: We foresee problems in figuring out how to get our algorithm to fit into a GUI. We have to learn how to use GUI.

# Major Tasks and Schedule

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| Task | When | Responsible |
| Figuring out the class structure and how to split the game into different parts | 5/1/2020 | Jacqueline |
| Figuring out how to incorporate GUI into eclipse | 5/1/2020 | Meghana |
| Actually code the algorithms | 5/6/2020 | Jacqueline |
| Implementing the GUI | 5/10/2020 | Meghana |
| Debugging | 5/13/2020 | Both |