

# EECS 581 Battleship Documentation Project 2

## Team 30

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**\*Please use this document as a supplementary resource to Team 12's documentation\***

### Project 2:

We inherited Team 12's battleship project which used python and tools such as pygame to create a battleship user interface. Our team added AI gameplay with levels easy, medium, and hard, additionally we added sound effects and animations to the gameplay. This documentation will only touch upon the functions that Team 30 (us) have implemented.

### Team 30 Files and Additions:

- Aibattleship.py
  - Handles AI turn, random placement of ships for the AI, and logic for easy, medium, and hard levels of AI gameplay.
- Animation.py
  - Loads and handles graphics for hit, miss, and sink.
- Sound.py
  - Loads and handles sound effects for hit, miss, and sink.
- Pygameloop.py
  - Functions/methods were added to this file to ensure connectivity of all files and smooth gameplay.

### Gameplay and Functionality:

- A menu will prompt the user to choose 2 player, ai easy, ai medium, or ai hard.
  - This can be navigated by using the arrow keys and enter
- The rest of the gameplay and program functionality can be found in Team 12's documentation.

### How to run the project:

- Make sure to load pygame this can be done by entering `pip3 install pygame` in your terminal
- Clone the repository on your machine and run the `toplevel.py` file using Python in a terminal or a Powershell.