Our team (team fourteen), received team five’s first project. Team five’s Battle Ship game was a console-based game written in the Python programming language. We believe they used a function-oriented design paradigm in their project. Their project closely resembles a function-oriented design paradigm since most of the main components of their program are contained within separate functions that are not attached to a class, like they would be in a project with an object-oriented design paradigm. Instead of each file containing a class that was responsible for all of the logic contained in that file, all files but one lone Ship class file, used functions to hold the logic of their game. For example, their main file, main.py runs their program by calling a ‘run’ function. This function in turn calls other functions that hold the gameplay logic. For example, they use functions to take care of the game logic that places their ships. Their ship placement file contains three functions in it. The first ‘userInput’, makes sure that the user places a ship in a valid location. The second is called ‘shipDefiner’, and is responsible for creating a new ship, assuming it receives correct, valid parameters. The third function is called ‘placeShip’ and is responsible for actually placing the ships once is has been determined that the ship coordinates are valid, and a valid ship has been created. In an object-oriented design paradigm, these functions would be attached to a class, and then accessed on the class as static methods, or accessed when new objects of that particular class were created. Instead, team five used a functional approach, and left these functions standalone in their respective python file.