

Sinking ships

Application:

Terminal application

Decide the matrix size on initialization.

Show each cell that has been shot at and each hit.

- 1) Start Game
- 2) Place ships, computer and player
- 3) Player starts,
- 4) Player giving a coordinate.
- 5) Result hit or miss printed to terminal
- 6) isPlayerWinner? I.e., does computer have any non-hit ships? If yes continue else goto 10)
- 7) Computer picks a coordinate and we print that to terminal
- 8) Register if it was a hit or miss
- 9) isComputerWinner? I.e., has the player any non-hit ships? If yes goto 4) else continue
- 10) Print winner to terminal
- 11) New game?
- 12) End Game!