TanofWongSquared APCS1 pd 8

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Final Project Proposal

Battleship Warfare

Our final project proposal is a modified version of the game Battleship. There will be a two-player game mode where each player will take turns guessing and firing at a location of their opponent's ship. We are also thinking of adding a single player mode where the player plays against a computer, if possible. Each player would get a 10 by 10 2D array to represent their battlefield. There will be five types of ships. They are the aircraft carrier, the battleship, the cruiser, the destroyer, and the submarine. There will only exist one of each for both players. Different classes of ships have different stats, such as size, defense, health, movement, and attack. The player will have to choose which ship fires at the opponent. After a certain amount of rounds, the player will be allowed to move their ship. The amount they move is based on the class of the ship. Another array will be generated so that each player can keep track of their hits and misses.