

Battleship

WIREFRAME

START

First time playing

Choose Level

High Scores

Top 10

Choose level

back

back

Hard Medium Easy

Choose Level:

EASY

MEDIUM

HARD

NOT first time

Click will present the top 10 player by the chosen level

Board

	easy	medium	hard
Board	4x4	6x6	8x8
Ship	3	4	5

Choose level

EASY

MEDIUM

HARD

LAST

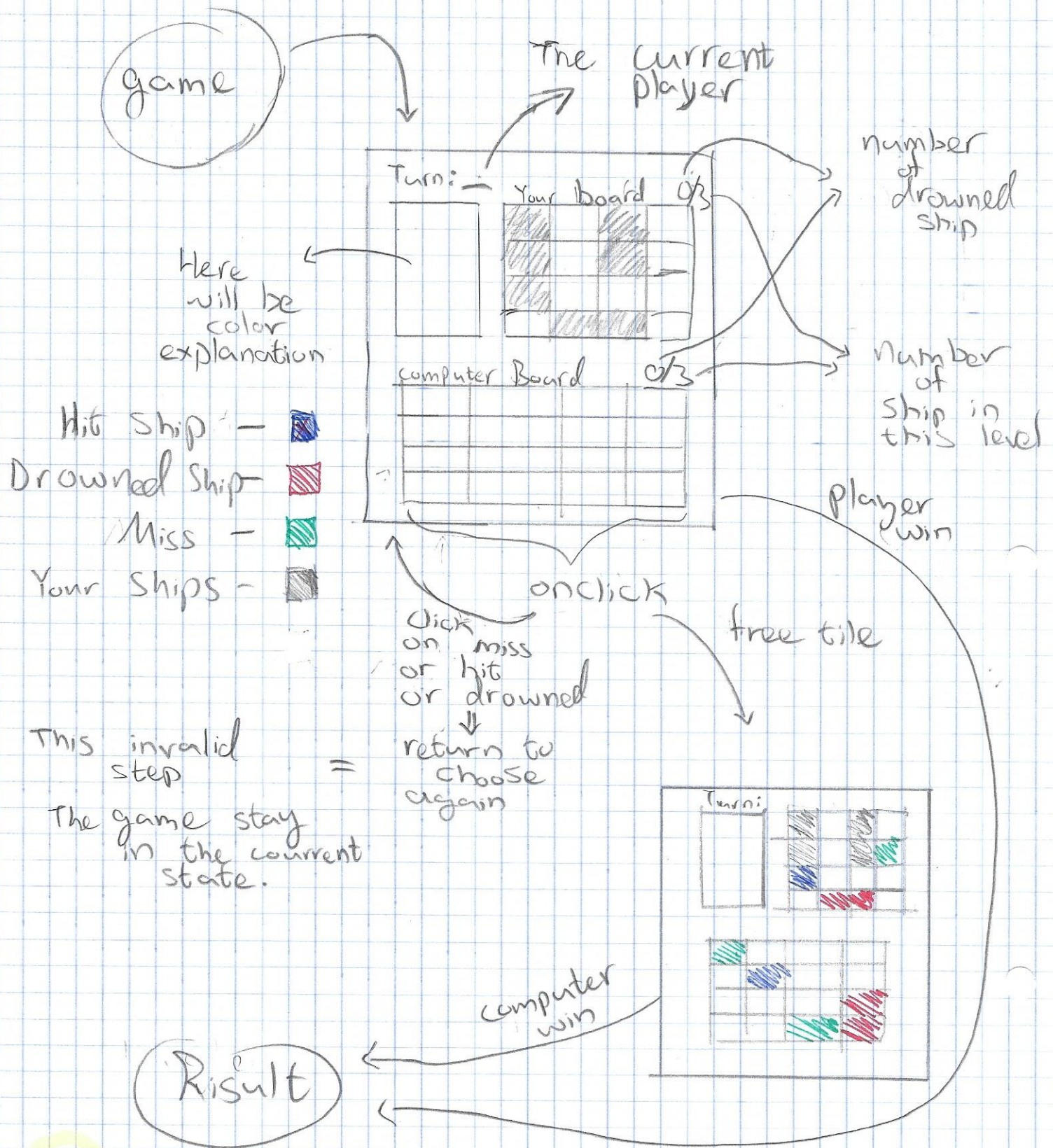
Game

LAST Level played

* LAST is the same level as the last choose level.

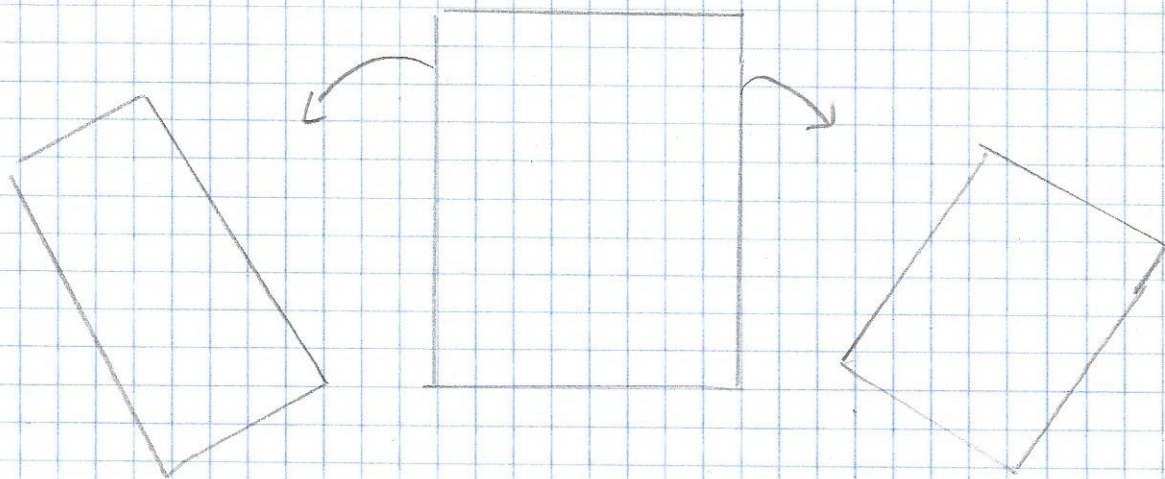
Also, the last level

EASY/MEDIUM/HARD change text color.

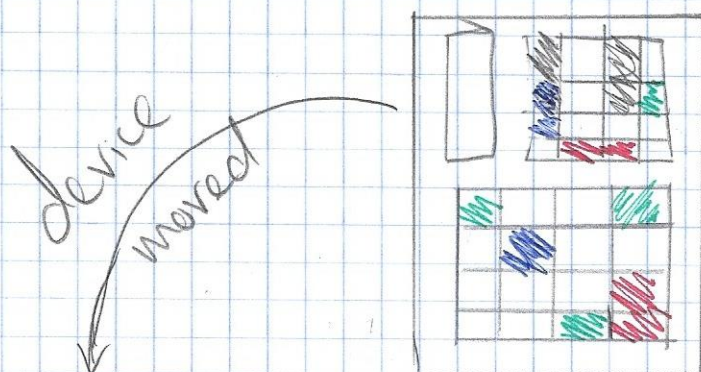


- * FROM EVERY STATE of the game 3 sec
- if the device is moved from start game more than
- * The miss click in the computer board will be clean.
- * The injured ship only (NOT DROWNED) will be change location, the hit on the ship still exist

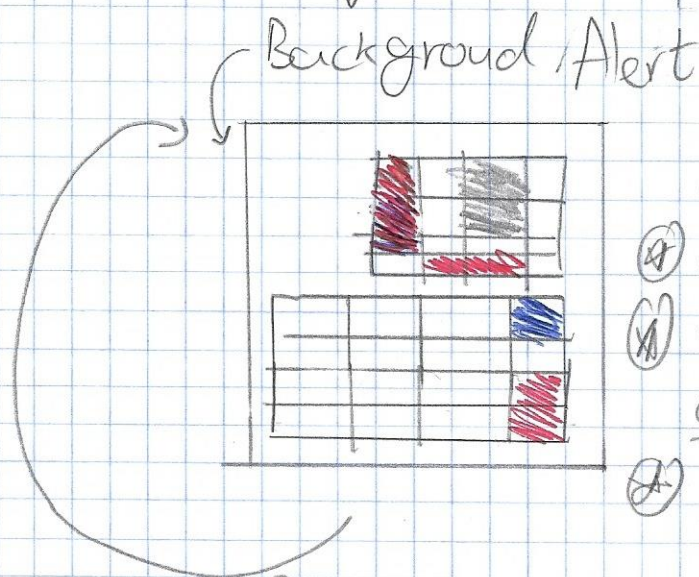
ON GAME PLAYING



* The device change the position of start playing position more than 3 sec.



* If the device return to origin position the game continue without change the board



On computer board only:

① clean miss

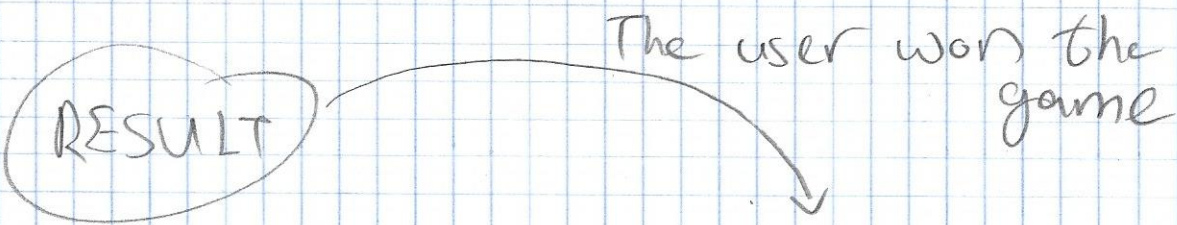
② relocate the alive ship

on User board:

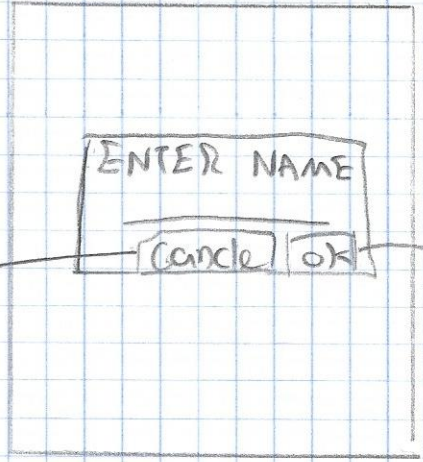
③ computer play a turn.

2 sec

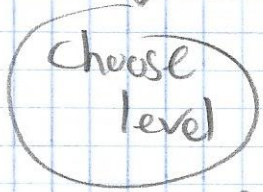
the device doesn't return to origin position



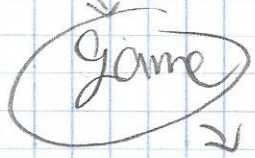
LOSE
The use lose



Enter name to DB



open to choose new level



open with the last game level