



Final FOP Project

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Part I

Introducing the game

1 How to Play

This game which we have typed the code, when we start it, it prints a menu on the page for the user, and by clicking the start of the program, it asks the user to enter a number for the number of rows and columns of the game page, and then the game page is printed, which is a The ship is on the last line of this page

2 Errors and Warnings

Part II

Code description

1 libraries

We have used the following libraries in this code

1.1 iostream

1.2 stdlib.h

1.3 ctime

1.4 fstream

1.5 vector

2 Defines

In this code, we have used defines for colors such as blue, green, black, etc., to color and also to bold our output text, whose ascii codes we have obtained by searching the internet, which of course We also used it in the mini project and we have also put 4 defines for the keys of our game in the code.

3 Structures

We have used an enum and three structures in this code

4 Functions

Part III

links and references

1 Links

project's GitHub link

<https://github.com/Matin0789/FinalFight.git>

2 References