# Programming Project / C++ Battleship Game

Student 1: Ioan Bujdei

Student 2: Dani Bozdog

## I. Task Description

Student 1 is responsible for parsing the gameboard file and displaying.

Student 2 is responsible for the game functionality,

## II. Data Structures Used by the Team

The following classes will be used:

- GameBoard: char matrix

- GameStatus: int turn

- Ship: int lives.

## III. File Structure

The following files will be used:

ShipsPlacement\_Player1.txt

SquaresAttacked\_Player1.txt

ShipsPlacement\_Player2.txt

SquaresAttacked\_Player2txt

## IV. Interacting with Executables

App1:

* sets up the game
* places the ships
* sets the game variables

App2:

* plays the game
* executes attack command