

Programming Project / C++

Battleship Game

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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_Player2.txt

IV. Interacting with Executables

App1:

- sets up the game
- places the ships
- sets the game variables

App2:

- plays the game
- executes attack command