



WELCOME TO **BATTLESHIP** GAME GUIDE!

A Network Programming Final Project

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I. Requirement:

- Python 2.7 32-bit
- PyGame library
- PodSixNet library

II. HOW TO START

Server:

1. Set up server address and port in *network.conf*
2. Open terminal
3. Type: *python Server.py*

Client:

1. Set up server address and port in *network.conf* (Optional)
2. Open terminal
3. Type: *python Game.py*

III. RULES

Objective:

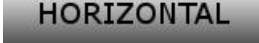
Destroy all of your enemy ships.


Game Phase:

1. Deploy Phase: Deploy all your ships
2. Ready Phase: Wait for your enemy's Deploy Phase
3. First turn will be determined by which player entered the Ready Phase first
4. If it's your turn, choose one grid one the right side of yellow line
5. If it's enemy turn, wait until your enemy finish his/her turn.
6. If all your ships destroyed, you lose.
If all of your enemy ships destroyed, you win

IV. INTERACT WITH UI

➤ Deploy Phase

To deploy your ship horizontally, click  , then click grid on the left side of yellow line

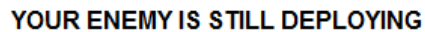
To deploy your ship vertically, click  , then click grid on the left side of yellow line

If all ships are deployed, click

READY

➤ Ready Phase

If you entered Ready Phase and your enemy is still deploying, these texts will appear

YOUR ENEMY IS STILL DEPLOYINGPLEASE WAIT

➤ Battle Phase

Your enemy has finished his/her Deploy Phase.

Enemy turn:

This text will appear

ENEMY TURN

Your turn:

This text will appear

IT'S YOUR TURN

Click a grid on the right side of yellow line to attack your enemy area.

Grid which is not attacked will render this image



Clicked grid will change to



Grid that has a part of ship will change to



after clicked.