Battleship game user manual

When the program starts the user can see two grids and a start button. The left grid is the player’s grid the right grid is the computer’s grid.

Start phase:

The player can click on its grid to place a ship, in this case the shortest available ship is placed on to the grid, in a vertical position if possible, otherwise horizontal if possible. If the user is not allowed to place a ship on the middle part of the screen a text will appear notifying the user, in case of overlapping ships, or ships out of bound of the grid. The program will always try to fit the ship on to the grid, if it can’t it will show an appropriate text. After all ships are placed the user can press the start button. Not placing all the ships and pressing the start button will print to the middle part that the user is not allowed to start until it places all the ships.

Game phase:

After placing all the ship and starting the game, using the start button the user can press a position on the right grid. If a hit occurs the player can take one more turn to attack, otherwise the computer attacks the player grid. If the computer hits a target, the user must repeatedly press Left Click in order to progress the game. In this case the computer shoots a target on the board until it misses, then the player continues the game.

End phase:

After one side wins, a message will be displayed and the player can’t attack anymore. The start button will change to restart and the user can restart the game.