

Project Name: Battle Warship

Project Type: Game

Project Description:

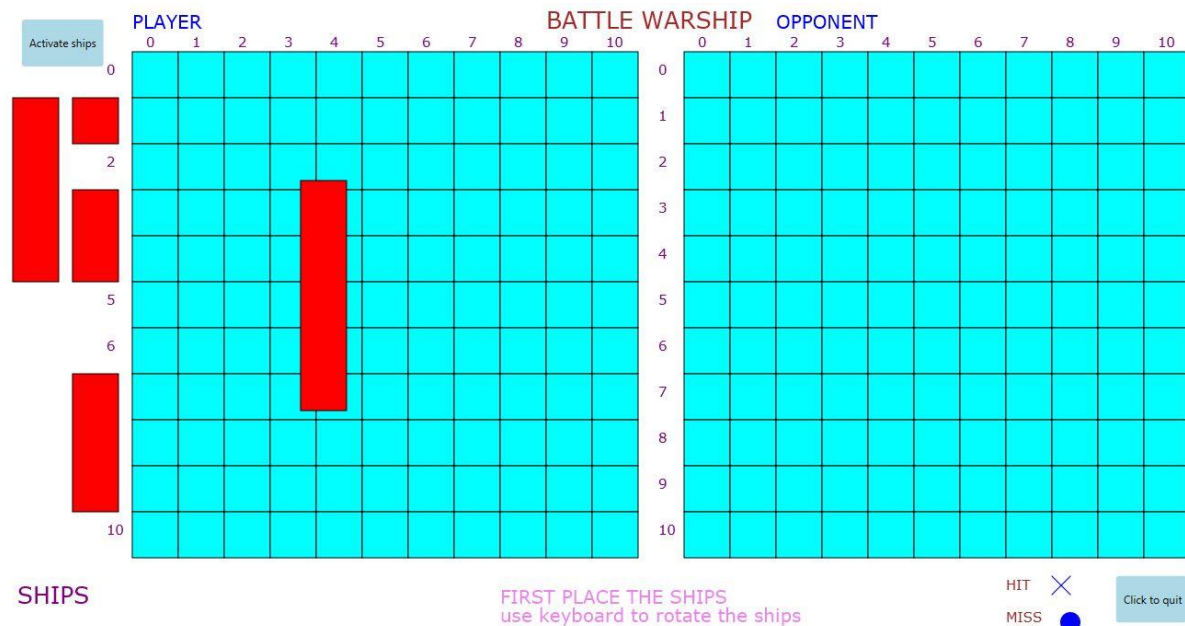
Battle Warship is a game which is played by two players. The players have to place the ships first. There are five ships. One ship is of length five. One is four. One is three. One is two and last one is of length one. Then after placing the ships the game starts. Each player have their own grid on screen. They can see their own grid with ships but they cannot see the other's grid's ships or where the opponent has placed the ships. The game is played like each player will try to destroy his opponent's ships . The first player to be able to do this will win the game.

Planned Features:

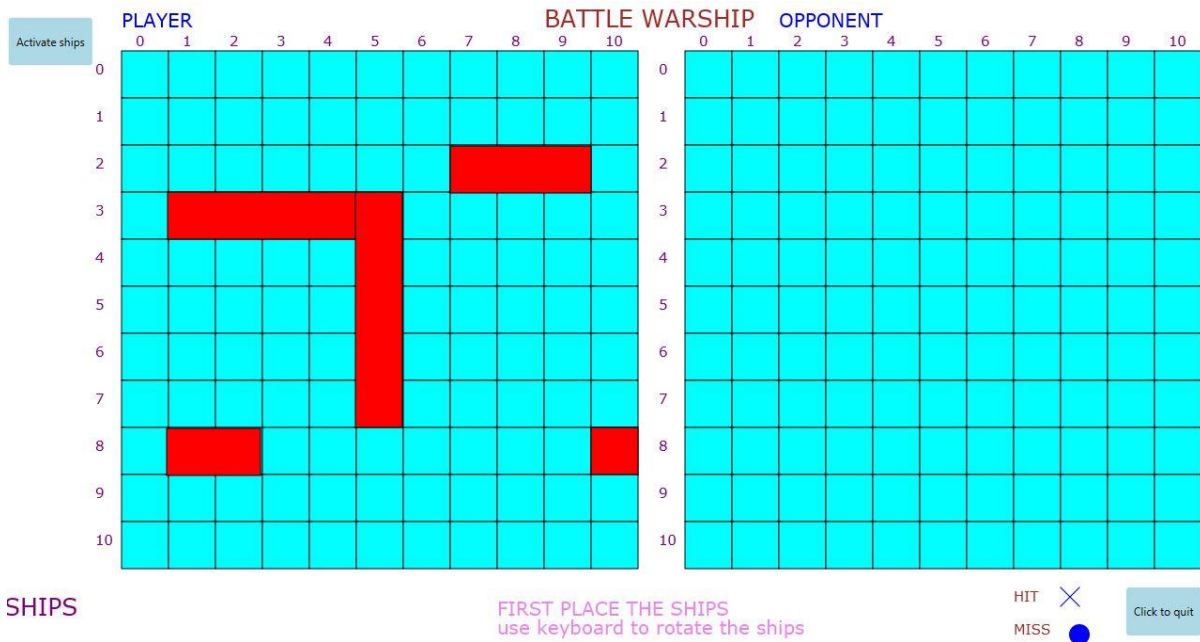
- 1.The ships can be placed by dragging the mouse.
- 2.Rotation of the ships will be possible.
- 3.Then clicking the activate button the players will be able to place them permanently.
- 4.Then the game will start.
- 5.One player's turn will be first.If he is able to destroy the opponent's ships clicking the mouse on the opponent's grid then he will get another chance.But if he fails then the turn goes to the opponent to try to destroy the player's ships.
- 6.The first one to destroy the ships of his opponent will win the game.

Features That I have completed:

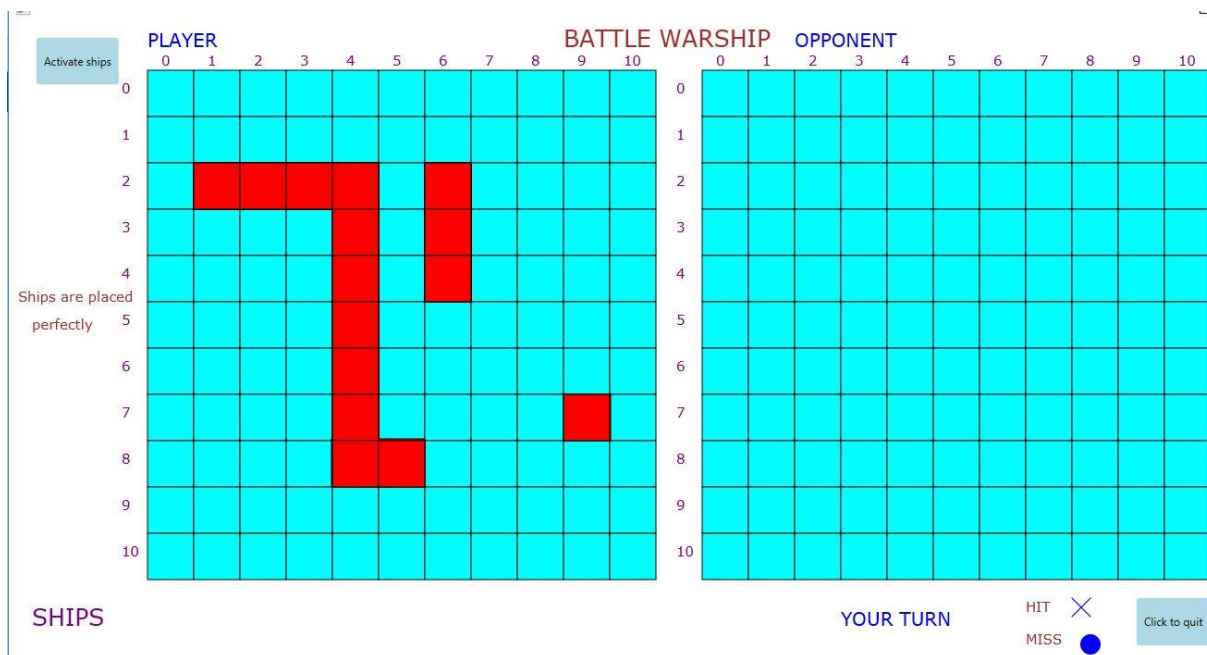
- 1.First click start
- 2.Then place the ships.There are five ships.One ship is of length five.One is four.One is three.One is two and last one is of length one.
- 3.You can drag the ships by dragging the mouse.



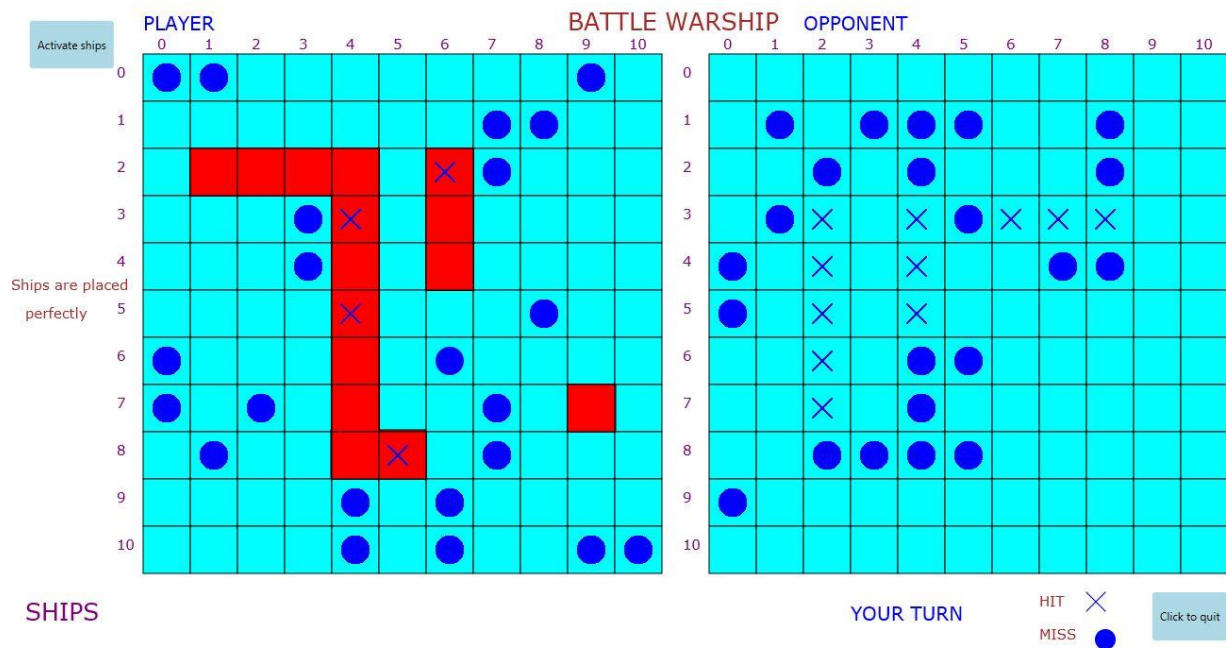
- 4.You can rotate the ships using keyboard.



3. Then you can permanently place the ships clicking on the button “Activate Ships”.



4. Then the game starts. Now the player can click on the opponent's board to destroy opponent's ships.



5.The first one to be able to destroy the opponent's ships will be the winner.

Things I could not complete:

Ships design:

There was a plan to make the ships look like real ships.But unfortunately for the lack of time I could not do it.

GUI's design:

There was a plan to make the GUI's design more attractive and make the graphics more interesting. But unfortunately for the lack of time I could not do it.

Networking:

I could not complete networking. So in this game the player has to play with computer.

Plans of solution:

I will try to do that using image of ships, try to improve my graphics and complete the networking part.

Tool Used :

Java

JavaFx

NetBeans

How to run the source code:

I did not use any networking here. So you have to just run the Main.java which contains the main function only to run the game.

Go to that file directory where the .java files are kept
Type `javac Main.java`
This will produce a .class file
Then run this .class file using `java Main`.

Source code link:

<https://drive.google.com/open?id=0ByvCH06aRWxpaldCVHpzZ1Z5SIU>