

# Battleship Project 1

## EECS 448 Project 1

The battleship project 1 was created on python using classes and executable files. The implementation includes the previously known knowledge of C++ and learning Python syntaxes to execute a basic battleship game that can be played in the terminal.

## Structure Information

The code has been put together using the basic libraries of python. However, there are plans to update the project using React for Python for betterment of the project.

The project has two main files: Executive and GameBoard.

**Executive** is used to initialize basic functions for the Battleship to run.

**GameBoard** includes more complex functions that are used when the game is in progress.

## How to Run

The project runs on the terminal in Visual Code.

## Meeting Documentation

Full Team Meeting: Fridays(Lasts 45-60mins)

Team Alpha: Everyday(9PM-11PM)

Team Beta: MWF(9-10PM)

Impromptu Meetings: 4(15-30mins)

# Documentation of Hours

Coding Hours(Combined): 43.3Hours

Andrew: 8.3 hours

Freeman: 8.6 hours

Gavin: 8.7 hours

Jacob: 8.9 hours

Jigyas: 8.8 hours

Team Meetings: 3.7 hours

Total hours: 47 hours

## Signature of Agreement

**Andrew:** \_\_\_\_\_

**Freeman:** \_\_\_\_\_

**Gavin:** \_\_\_\_\_

**Jacob:** \_\_\_\_\_

**Jigyas:** \_\_\_\_\_

