

wk1_sinkShips_pwiese.cpp

Objective: Demonstrate use of a 2-dimensional array

Specification:

Write a program that is similar to a "Battleship" game, using a 2-d array to store the location of the ships.

Your game should place 4 ships (a rowboat, a kayak, a ski boat and a yacht) on the 9x9 square grid (2-d array). The rowboat takes up 2 space, the kayak 3, the ski boat 4 and the yacht 5, each shape in a straight line.

Then, the game play begins! The user should be able to enter the x- and y-coordinates of where they think a ship is. If a ship is there, "Hit!" should be displayed; if no ship is at that location, "Miss!" should be displayed.

When all of a single ship is sunk, an appropriate message should be displayed, indicating which type of ship was sunk.

Play will continue until all 4 ships have been completely sunk.

Final output will show how many guesses it took to sink all the ships.

Extra challenge: Let the computer place the 4 ships in random locations on the grid. If the user so chooses, the game will begin again, with the ships in their new locations.

Submit ONLY the .cpp file. (DO NOT submit a project, nor a zipped file.)