A variation of Battleship will be implemented, consisting of 2 players, connected via TCP to play together, or 1 player playing against an AI opponent. All classic Battleship rules will be followed, with some additional features: cards, mines, and abilities. Cards will be drawn at each turn, revealing game events and possible buffs and de-buffs. Some examples are: player misses one turn, player gets one free shot, and player places 1 free mine. If a user guesses a coordinate which contains a mine, their next turn is skipped. Abilities would be along the lines of: clear all de-buffs, next guess reveals an area that is 1x2 instead of 1x1, all with a cooldown of a certain number of turns. Finally, players will be able to quit and/or save the game state at any time and load a saved game state from the start menu.

The starting menu will resemble Figure 1. The player will have the option to load a game that was previously saved in memory, start a new game, or join a game that is already being hosted. A help button is also available to assist players with the 3 options.
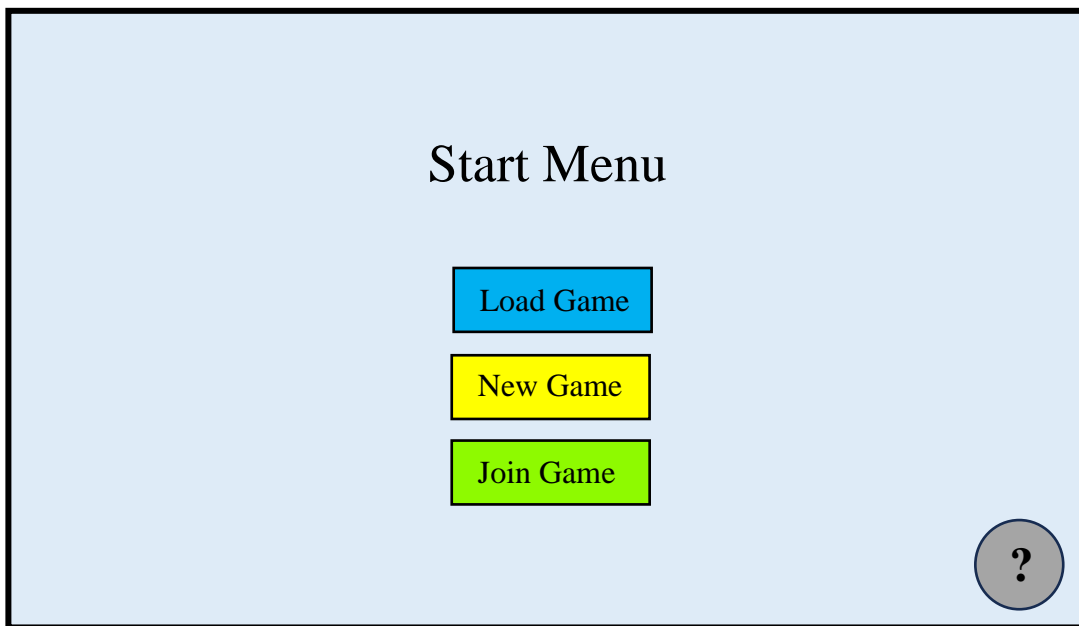
Figure 1. Start menu layout.

Starting a new game will prompt the user to select either an AI opponent or invite and wait for another player to join their game (Figure 2).
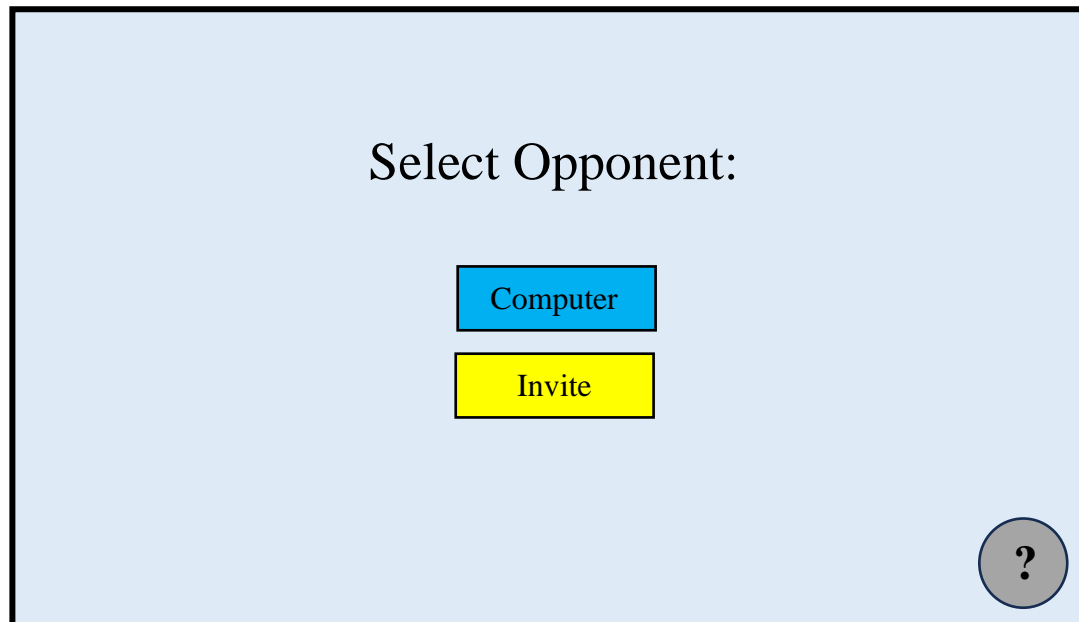
Figure 2. Opponent selection layout.

Once the game begins, the screen will resemble Figure 3. The "A" labels will be replaced by ability illustrations. The yellow outline surrounding the player's score shows which player's turn it is for the round. The "Help", "Save", and "Quit" buttons will show the player the game rules, save the game state to memory, or abandon and close the current game, respectively.
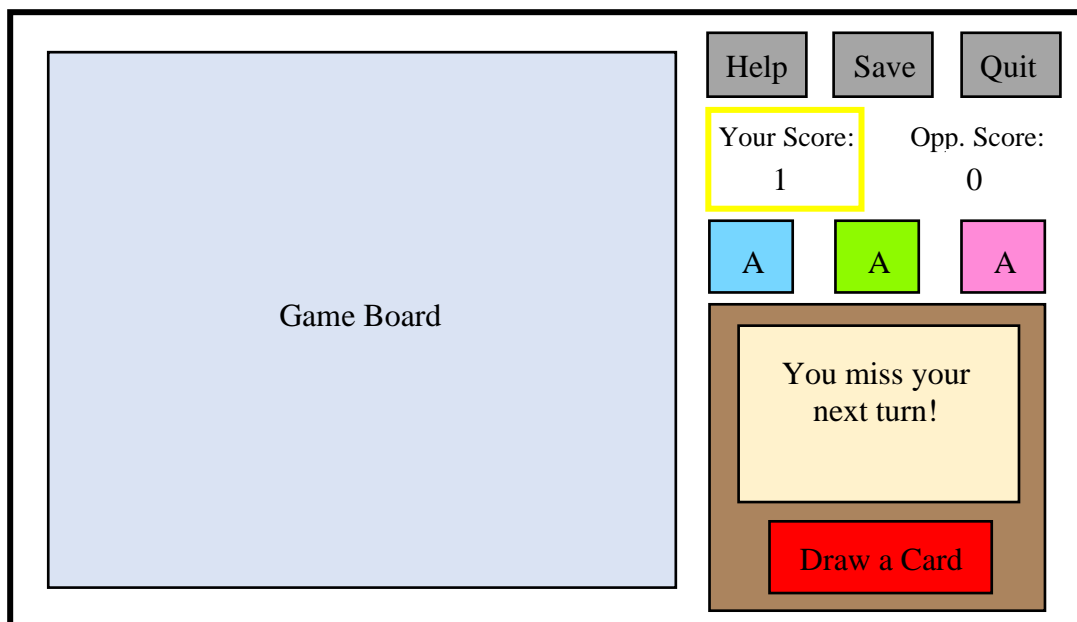

Figure 3. Game layout.