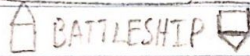


Author: Sachin Sankharel

Battleship logo



Using ship/water sprite for the board

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Player

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

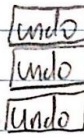
AI

Attack status/error shows up below board after the action

MISS, HIT, SUNK, ERROR

MISS, HIT, SUNK, ERROR

Ship type:



disappears when game starts

PLAYER WINS!

RESTART

INSTRUCTION

shows up when the game ends

Authors: Sakin Sarthwal

Battleship logo

BATTLESHIP

AI BOARD

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

console:

AI: Miss 5b
Player: Hit 6H
...
Player: Incorrect
Placement/attack

A B C D E F G H I J

PLAYER BOARD

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Disappears
when
game
starts

SHIP TYPE

Missile

Destroyer

Battleship

RESTART?

When a
user wins

Player Wins!

Boards are
greyed
out

Instructions

Modal
that explains
the instructions