Battleship Lite Project

To build a small, two-player console game that has its roots in the game Battleship from Mattel. There will be a 25-spot grid (A1 – E5). Each player will place five pegs on the board to represent their five ships. Players will then take turns firing on their opponent’s ships. The first person to sink all five ships wins.

# W: Walk Through the Project

Splash screen (?)

Ask for player 1 name

Ask for player 2 name

Have player 1 enter their 5 ships

Have player 2 enter their 5 ships

Player 1 fires 1st shot: report hit or miss

Player 2 fires 1st shot: report hit or miss

Keep alternating player 1 and player 2 until one player has all 5 ships sunk

Declare the winner

Reveal all grids?

# O: Open up the Requirements

Splash screen?

Single shared grid, or each player has their own grid? If shared grid, do players alternate to place their 5 ships?

Should the app draw the grids? If so, how to hide other player’s ships? How to indicate hits or misses?

Should the app reveal the final grid layout of both players at the end, after a winner is declared?