

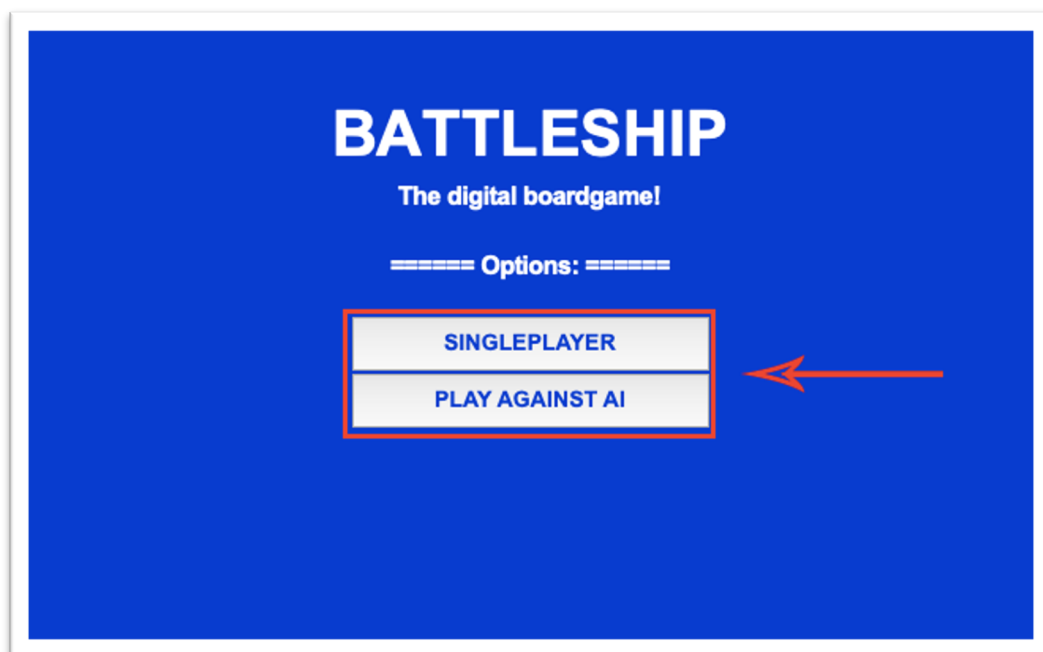
# Battleship manual

This manual will show you how to play the battleship modes of this game.

## Singleplayer

### Step 1:

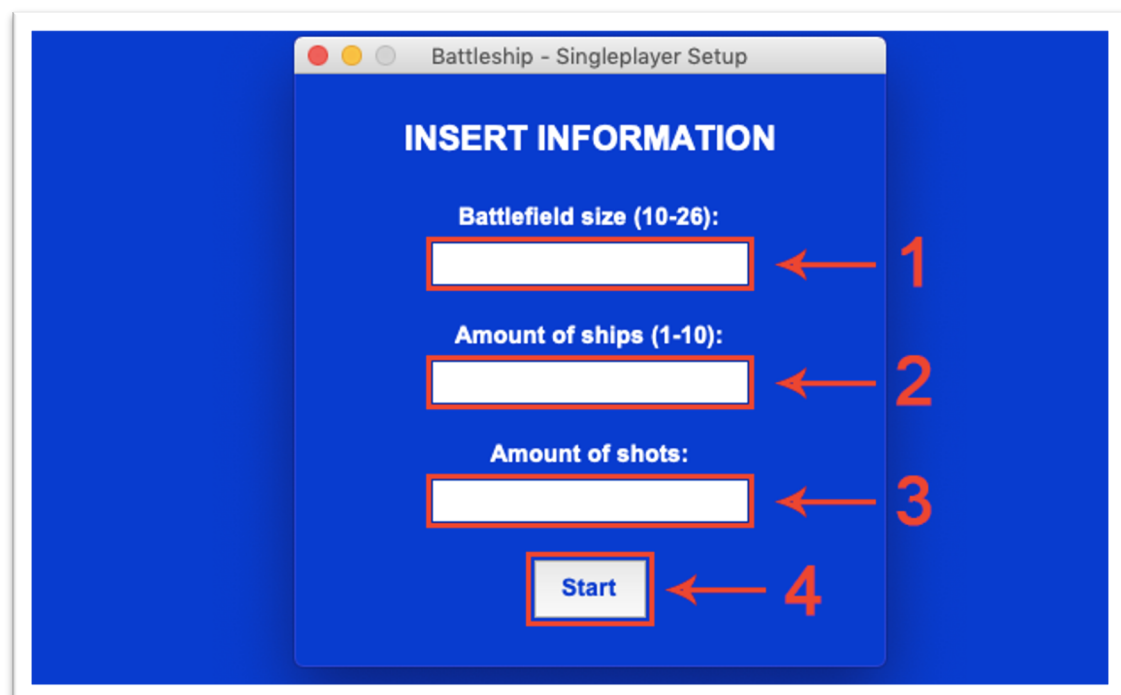
When you run the game, the dashboard will open. There are two buttons that can be pressed that start their corresponding game modes. In this case we will open the 'Singleplayer' mode by pressing the 'SINGLEPLAYER' button.



## Step 2:

As soon as the button is clicked it will open a setup window that allows you to fill in information that will be used to create the match:

- 1 – Will determine the size of the grid (horizontal and vertical)
- 2 – Will determine how many ships are to be placed on the grid.  
**Warning:** Too many ships on a small grid can cause problems, because realistically there couldn't be that many ships in that small of a grid. Ideally you should try to divide the grid size by 3-4 and place that amount on the grid. (Grid size: 10,  $10 / 3 = 3,333$  so around 3-4 ships!)
- 3 – Will determine the number of shots you can fire during the match.
- 4 – When all of the above has been entered you can click this button to start.



**Step 3:**

Now a window will open, in this window the game will be played.

- 1 – This button can be pressed to open a window that displays a grid that represents the current state of the battlefield.
- 2 – Here you can enter a coordinate to fire. (Format: A4 or E7)
- 3 – Press this button to fire a shot at the entered coordinate.
- 4 – Text box that will display the information of the fired shot and game.

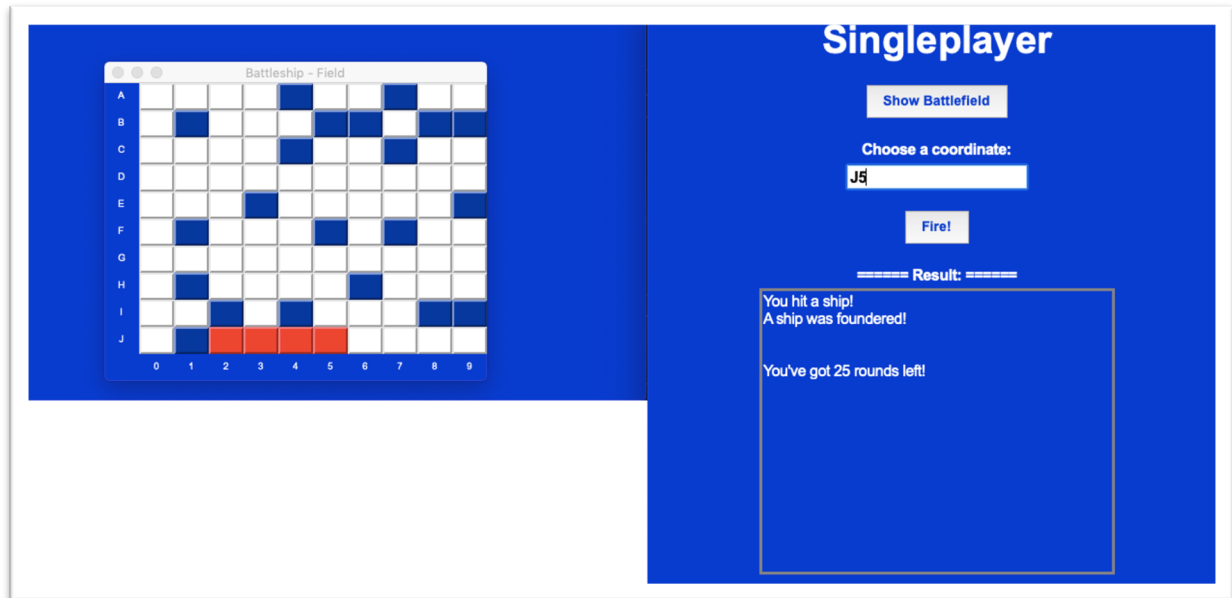
The image shows a screenshot of a game window titled "Singleplayer" with a blue background. The interface includes the following elements:

- A button labeled "Show Battlefield" with a red arrow and the number "1" pointing to it.
- A text input field with the label "Choose a coordinate:" above it, with a red arrow and the number "2" pointing to it.
- A button labeled "Fire!" with a red arrow and the number "3" pointing to it.
- A large rectangular area outlined in red with a red arrow and the number "4" pointing to it. Above this area is the text "==== Result: =====".

### Step 4:

Now the game can be played! When you hit all the parts of a ship it will say it is foundered. Try to foundeer all enemy ships before you run out of ammo!  
Once the game ends a message can be seen in the text box!

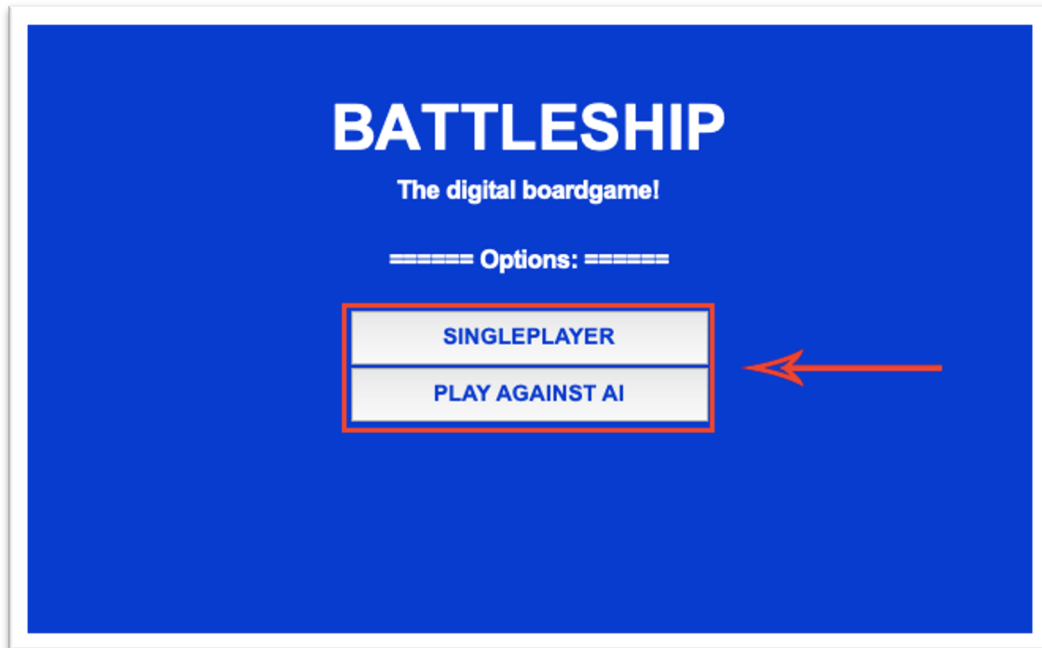
Good luck!



## Player VS AI

### Step 1:

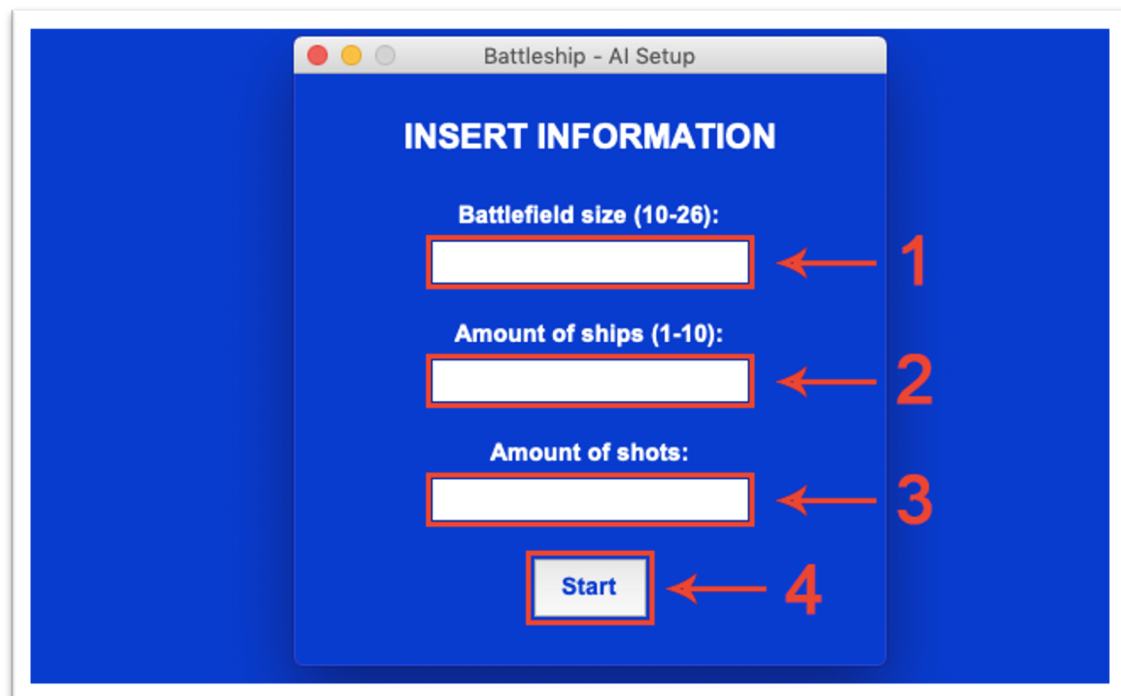
When you run the game, the dashboard will open. There are two buttons that can be pressed that start their corresponding game modes. In this case we will open the 'Player VS AI' mode by pressing the 'PLAY AGAINST AI' button.



## Step 2:

As soon as the button is clicked it will open a setup window that allows you to fill in information that will be used to create the match:

- 1 – Will determine the size of the grid (horizontal and vertical)
- 2 – Will determine how many ships are to be placed on the grid.  
**Warning:** Too many ships on a small grid can cause problems, because realistically there couldn't be that many ships in that small of a grid. Ideally you should try to divide the grid size by 3-4 and place that amount on the grid. (Grid size: 10,  $10 / 3 = 3,333$  so around 3-4 ships!)
- 3 – Will determine the number of shots you can fire during the match.
- 4 – When all of the above has been entered you can click this button to start.



**Step 3:**

Now a window will open, in this window the game will be played.

- 1 – This button can be pressed to open a window that displays a grid that represents the current state of the battlefield.
- 2 – Here you can enter a coordinate to fire. (Format: A4 or E7)
- 3 – Press this button to fire a shot at the entered coordinate.
- 4 – Text box that will display the information of the fired shot and game.

The image shows a screenshot of a game window titled "Player Versus AI" with a blue background. The interface includes several elements, each highlighted with a red box and a red arrow pointing to it, accompanied by a red number:

- 1**: Points to a button labeled "Show Battlefield".
- 2**: Points to a text input field labeled "Choose a coordinate:". The field is currently empty.
- 3**: Points to a button labeled "Fire!".
- 4**: Points to a large rectangular area below the "Fire!" button. Above this area is the text "==== Result: =====". This area is intended for displaying the game result.

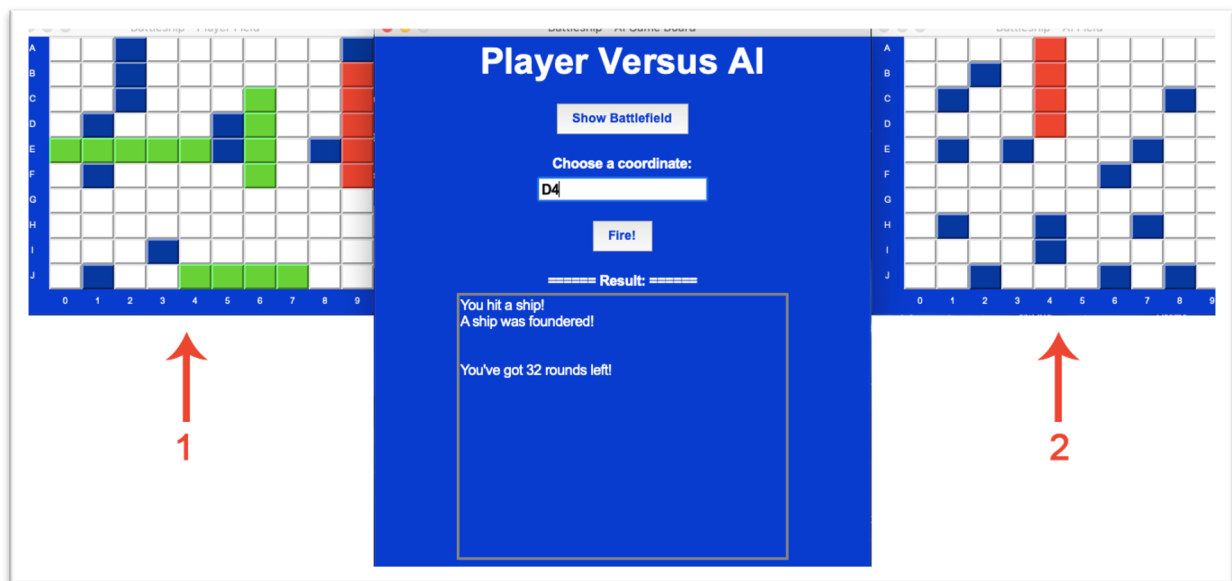
### Step 4:

Now the game can be played! When you hit all the parts of a ship it will say it is foundered. Try to foundeer all enemy ships before they foundeer yours! Try to manage your shots and may the best admiral win! Once the game ends a message can be seen in the text box.

- 1 – Field of the player where his/her ships are marked green.
- 2 – Field of the AI.

Shots fired by the AI will land in 1 and shots from the player will land in 2.

Good luck!



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Thank you for playing!