



HOCHSCHULE
HAMM-LIPPSTADT

Battleship Game

INSTRUCTION MANUAL

COURSE: COMPUTER SCIENCE II

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Instruction Manual

Game Objective:

- First player to sink all 10 of opponents' ships.

Contents:

- Two 10 x 10 Grids
- 10 ships of different sizes (Size5 = 1, Size4 = 2, Size3 = 3, Size2 = 4)

To start the game:

- The user chooses between game modes:
 - o Single player: User vs. Computer.
 - o Multiplayer: User vs. Human.
- The player must input name.
- The user chooses the coordinates where the ships are to be placed randomly or manually.
- When playing against the computer, the user chooses the difficulty level he desires to play (Beginner, Intermediate, Expert).

Playing the Game:

- Headstarts are given depending on the difficulty level you have chosen. (Beginner = 5, Intermediate = 3, Expert = 0).
- Players then take turn by guessing ships on the opponent's grid (For example; inputting A1, C6...).
- Player gets another turn after hitting a ship on the opponent's grid.
- The player gets notified whether the ship has been "hit" or "miss".
- The player gets notified after all the coordinates of a ship have been "hit", which is addressed as "sunk."

Winning the Game:

- The first player to sink all the opponent's 10 ships wins the game.

Saving the Game Result:

- After the game ends, the winner's score is saved as a Score.txt file.