

An aerial, black and white photograph of the USS Zumwalt (DDG 1000) sailing on the ocean. The ship is viewed from a high angle, showing its full length and complex superstructure. The ship is moving from the bottom left towards the top right, leaving a white wake behind it. The ocean surface is textured with small waves. The ship's hull is dark, and its upper decks are lighter, with various structures, antennas, and equipment visible. The text 'Battleship' is overlaid in a large, white, serif font in the center of the image.

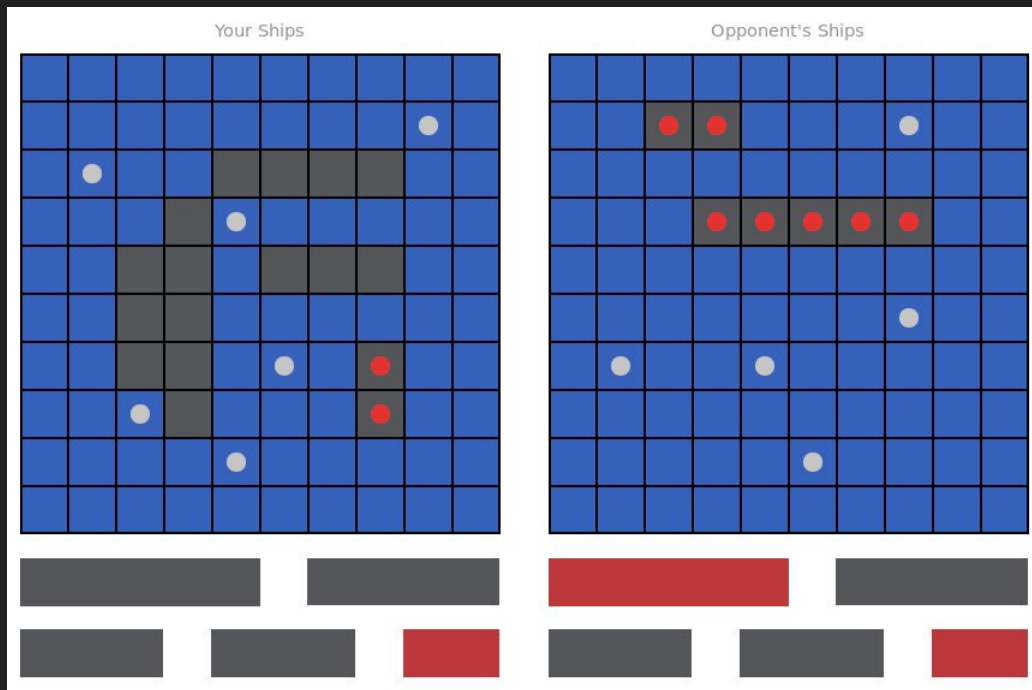
Battleship

Ship Happens

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Gameplay

- Place 5 ships on grid
- First to sink all of the opponent's ships wins
 - if you hit a ship, you get to shoot again
- Flame ur opponent



Challenges Faced

- wxWidgets doesn't look/work the same on different computers
- wxSound package was a pain to get to work
- Event based communication (instead of full gamestate messages) required more adjustments than originally expected.

Highlights

- Software design to implementation worked surprisingly well
- Splitting the work and communicating between subgroups
- Sound!



Lessons Learnt

- Enforce const-correctness from the start
- Using sanitizers
- Distribution of work / team communication



DEMO!