GAME-BATTLESHIP
PROJECT PLAN- TEAM SUNSHINE
CSC 225- DR. LAMPL

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<u>EXECUTIVE SUMMARY</u>

Purpose
Describe the purpose of the project. What is the problem being solved? Why is the project important? Who might benefit from the project?

The purpose of the project is to recreate the battleship game which is based on strategy between the player and the opponent. The problem being solved is .The project is important because it helps to learn how to strategically win an enemy in a war by utilizing strategies such as not placing ships touching each other, placing the ship asymmetrical or being unpredictable in the game. Anyone who wants to develop the skill to be strategic can benefit in this game.

Synopsis
Briefly describe the project in big-picture terms; like an elevator pitch. What will it do? Who is it for? Why does it matter? How will you solve the problem?

The project is creating a battleship board game where two-players compete against each other. Each player has a fleet and an ocean which is hidden from the other player, and the ultimate goal of the game is for the player to sink the other player's fleet. The game will be a solo version in which the computer places the ship and the players attack the ship. It matters because the game serves as a good entertainment especially for someone who enjoys playing games with some level of strategy. We also think it helps to develop brain plasticity which is important for mental wellbeing. We solve the problem by identifying how the game works first, and narrowing it down to the smallest pieces, and start building codes from that.

<u>**BACKGROUND**</u>

Problem
State the problem again and provide more details about it, such as historical context, relevance, importance to your group, importance to a target audience, etc.

The game of Battleship is thought to have its origins in the French game L'Attaque played during World War I and The first commercial version of the game was Salvo, published in 1931 in the United States. Battleship was one of the earliest games to be produced as a computer game, with a version being released for the Z80 Compucolor in 1979. Many computer editions of the game have been produced since then. It is important to our group because it challenges us to utilize our coding skills in the process of developing the game. Our target audience can enjoy the game, and we hope it'll be a fun experience for them.

<u>**Project Plan**</u>

Milestone Summary

List each milestone and briefly describe what you intend to deliver and/or present; what work will you perform for each milestone?

Milestone 1 (01/19/2021) :
Provide detailed milestone information, including milestone roles and who worked on what tasks.

Group Contract- Group of Tanya, Ahmed, Harshana, and Cora formed on January 14, 2021. Group contract completed with all members on January 19, 2021. Highlights included meeting time selected for Mondays at 4:30 PM, project roles assigned,and no additional group member expectations added. Team Lead: Harshana Lead Developer: Tanya Lead Designer: Cora Project Manager: Ahmed

Milestone 2 (02/02/2021): Project Plan- Group met on January 25, 2021 to discuss possible options. Four possibilities were selected. Group met again on February 1, 2021 to finalize decisions. Project #### was selected. Group collaborated on the report. Team Lead: Tanya Lead Developer:Cora Lead Designer: Ahmed Project Manager: Harshana

Milestone 3 (02/18/2021): Design
Milestone 4 (02/25/2021): Project Proposal
Milestone 5 (03/11/2021): Work Plan
Milestone 6 (03/25/2021): Progress Report
Milestone 7 (04/30/2021): Final Presentation

PROJECT RESOURCES

1. Final Project Ideas file- Posted on the Course Moodle by Dr. Lampl
2. https://www.ultraboardgames.com/battleship/tips.php
3. https://en.wikipedia.org/wiki/Battleship_(game)
4. Experiences