

DotNet - Final Project

Student: Anton Yakovenko

Title: Battleship (game)

Battleship is a strategy type guessing game for two players. It is played on ruled grids (paper or board) on which each player's fleet of ships (including battleships) are marked. The locations of the fleets are concealed from the other player. Players alternate turns calling "shots" at the other player's ships, and the objective of the game is to destroy the opposing player's fleet.

In my opinion it meets final project's criteria: it's challenging, but still able to be achieved and will also provide practice with MVC concepts. It should include both back-end and front-end Development. For me it should be a great practice for creating a whole project From Sketch.

Requirements:

- The objective of the game is to destroy the opposing player's fleet.
- Player would have an ability to create a map.
- Computer would be able to create a random map also.
- Player would see two maps: the own one, and the opponent's with concealed areas. The opponent's map is actually the interactive area, where player will choose a spot to "shot" and will see the result.
- The logic of computer turns should be created.

[illegible]

DotNet - Final Project

Version 0.1

Game running on console. I used “1” for filled spot, “0” for empty one and “#” for unexplored territory. For now I used inputs of integer coordinated. For instance: “1,1”.
Computer logic still needs to be created.

```
-----  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
-----  
Next turn  
Please write coordinates:  
1,1█
```

```
-----  
# # # # # # # # # #  
# 1 # # # # # # # #  
# 1 # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
-----  
Nice Shot!  
Next turn  
Please write coordinates:  
█
```

```
-----  
# # # # # # # # # #  
# 1 # # # # # # # #  
# 1 # # # # # # # #  
# 1 # # # # # # # #  
# 0 # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
# # # # # # # # # #  
-----  
Better luck next time  
Next turn  
Next turn - computer turn
```