

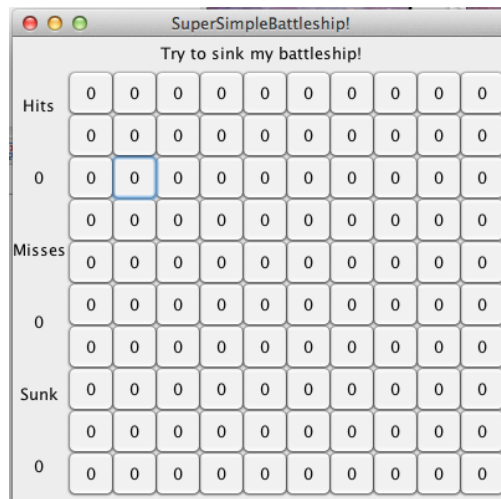
PROGRAMMING ASSIGNMENT 6:

Due date: 12/5/2018

In this project you will be creating simply the layout for a very simplified “battleship” type game. The game does not need to be playable, but I want you simply to create the layout of the buttons and text fields.

Specifications for GUI: This game will be played on a 10x10 grid. Above the grid will be a label where the game outputs textual information about what is happening. To the left of the grid will be labels and associated output areas for the number of Hits, the number of Misses and the total number of ships Sunk. Try to make sure that the buttons in the grid are nearly touching each other if possible. This UI should retain its general format even when resized.

An example of an acceptable layout for the GUI design is as follows:



While you do not have to implement the ACTUAL game underneath, to give you an idea of what you could do underneath after we go over event based programming is something like this: Internally, you would randomly place a 1x6 ship either vertically or horizontally. When a player clicks on a square, if that square is where part of the ship is, you would have that button change in some way. Border color, icon, up to you, but it must be clear that it was a “hit”. You would then increment “Hits”. If they click on a square without a ship, also indicate a miss by border color, icon or whatever, but it must be clear that it is a “miss”. Then increment “Misses”. When the ship has been hit in all 6 spaces, increment “Sunk”.

I want a text README for this project, but I do not need UML.