User Manual for BattleShip
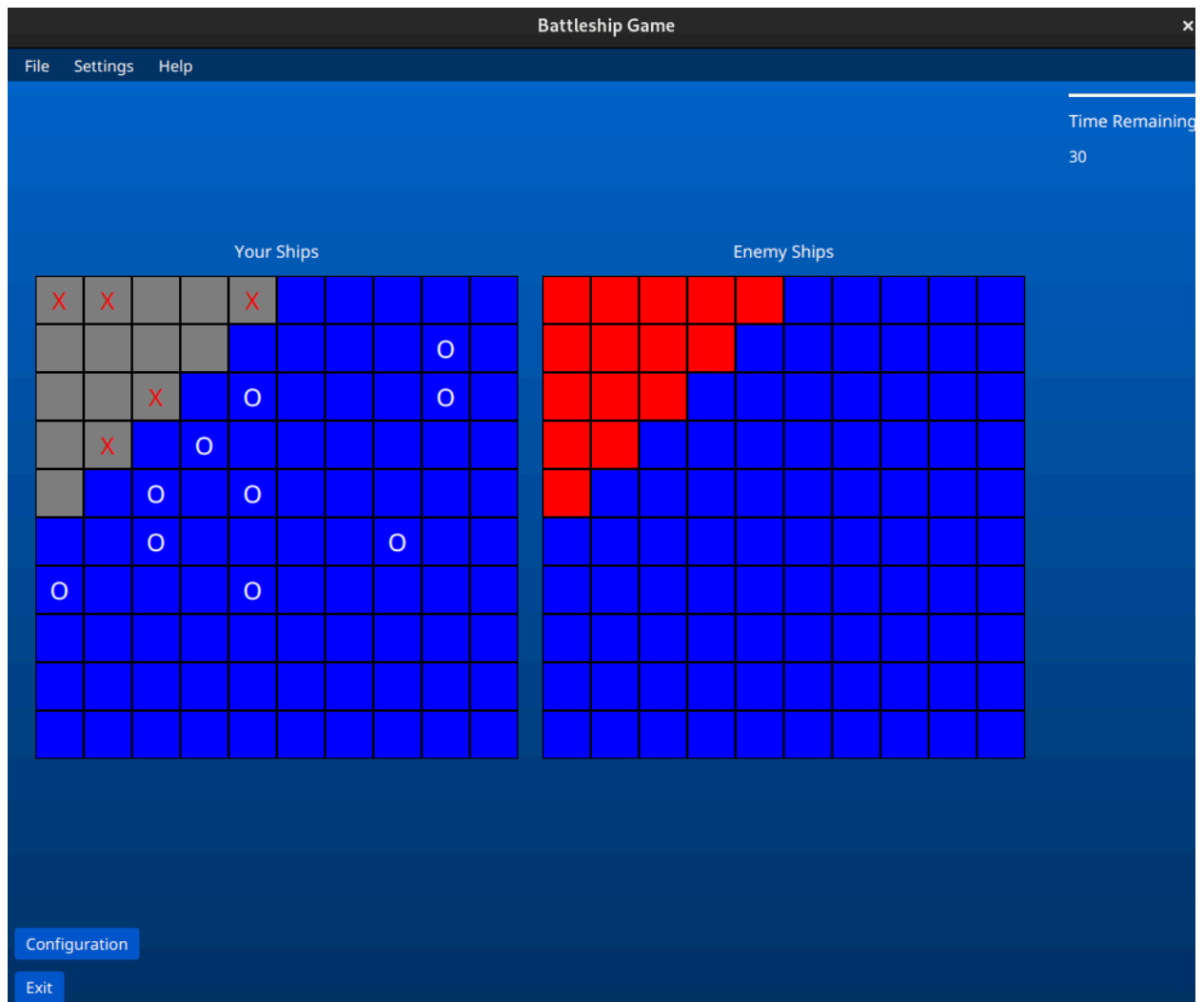
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Introduction

This application is an implementation of the original Battleship game. Official rules and documentation can be found here
https://www.hasbro.com/common/instruct/Battleship.PDF

Starting the Application

Prerequisites:

- Java Development Kit (JDK) installed on your system.
- JavaFX SDK installed.

Running the Program:

1. **Navigate to the Source Directory**.
2. **Compile the Java files**: Use the `javac` command to compile all Java files in the specified package directory.
3. **Run the JavaFX Application**: Use the `java` command to run the main application class. Ensure that you specify the fully qualified class name, including the package.

Notes:

JavaFX Modules: Since JavaFX is not included in the JDK by default, ensure you have the JavaFX SDK installed and properly configured. If you are using Java 11 or later, you might need to add the JavaFX modules explicitly:

```
java --module-path /path/to/javafx-sdk/lib --add-modules
javafx.controls,javafx.fxml
edu.rpi.cs.csci4963.u24.wangn4.hw03.battleship.BattleShipApplication.java
```
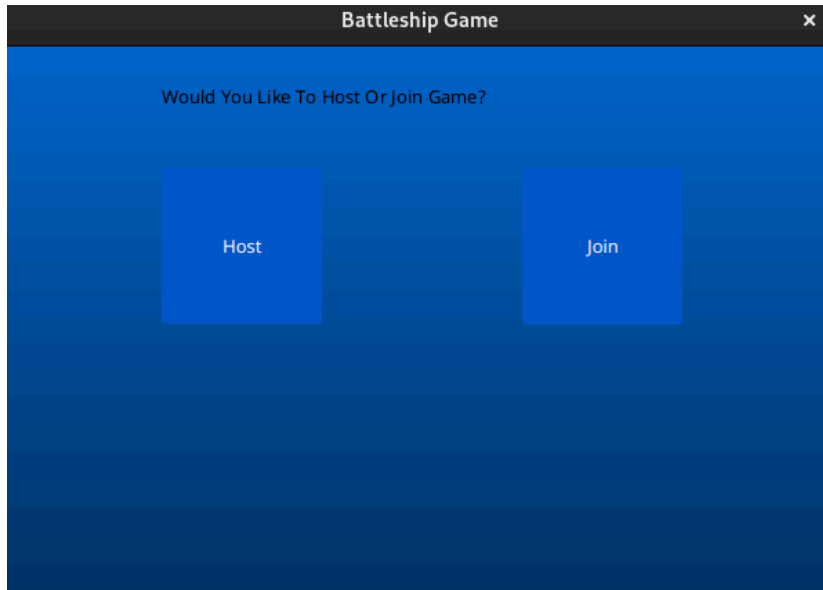
Summary:

To start the Battleship application:

1. Ensure you have Java and JavaFX installed on your system.
2. Compile and run the `BattleApplication` class.
3. The network selection of the BattleShip application will appear.
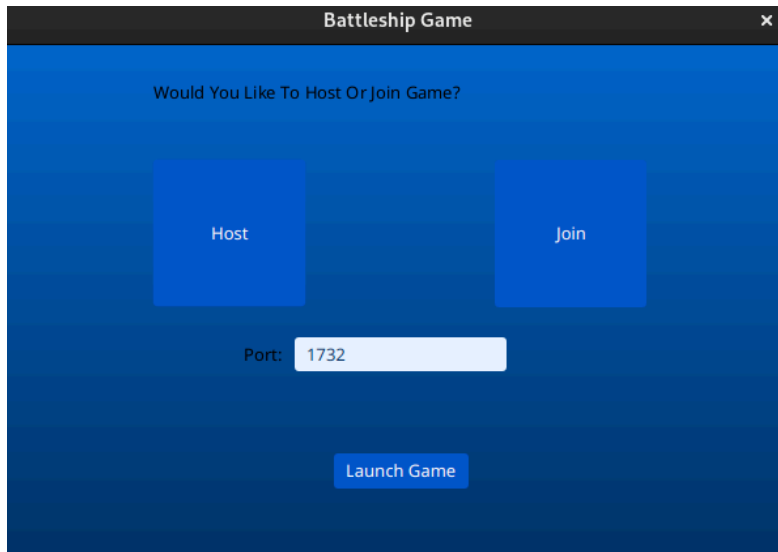
Playing the game

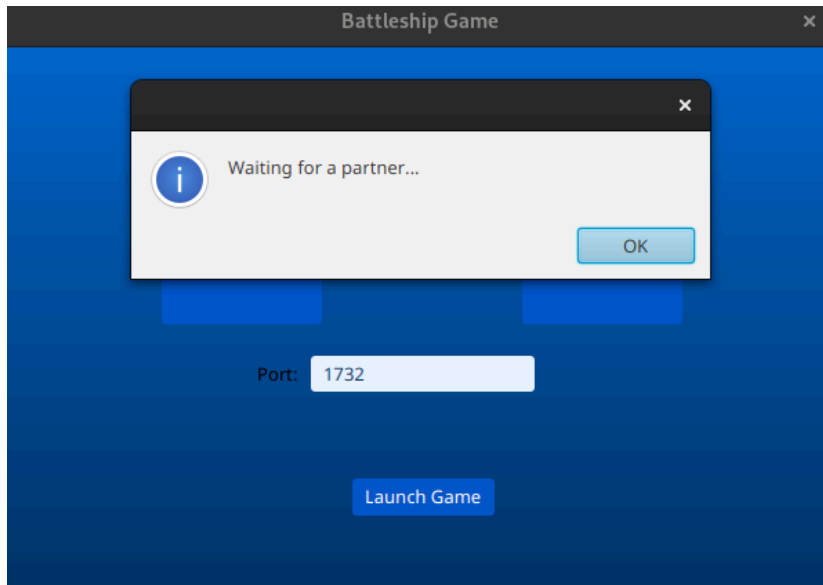The network selection window should look something like this:

Hosting the game:

Once in the BattleShip network selection window:
1. Click Host, you should now see a text input:

2. Enter a port or use the default port (1732)
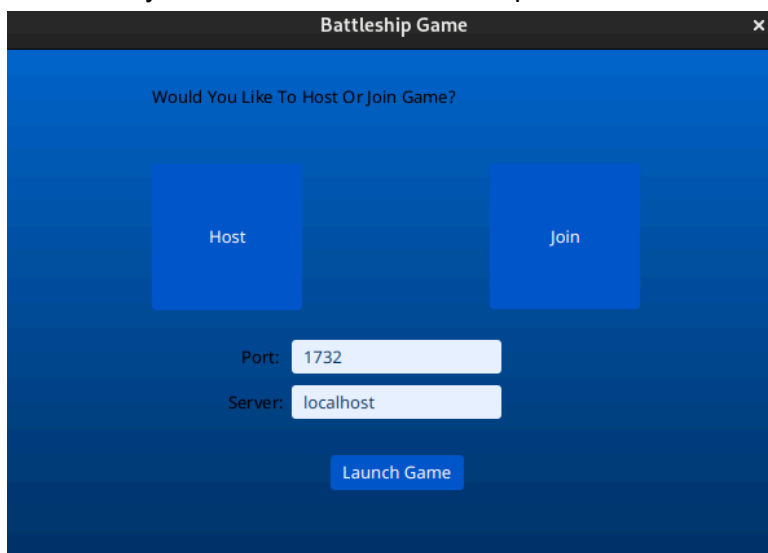3. Click "Launch Game".
4. A popup should appear:

5.   Click "OK" and wait for your partner.

Joining a game:

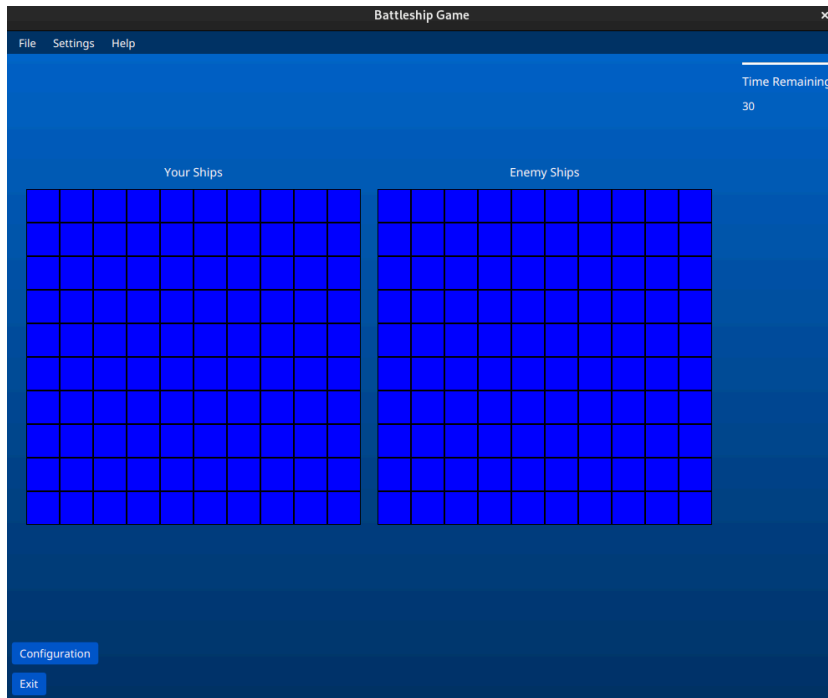Once in the BattleShip network selection window:

1.   Click Join, you should see 2 new text input fields like so:

2.   Enter the same Port as your host and enter a valid Server address.
     (Note: Host should launch the game first.)
3.   Click "Launch Game".

Playing the game:

After the partner joins the game, this should now be the window for both players:

Stage One: Placing Ships

By clicking on the grid under "Your Ships", players can place ships.

Left Click: Places ships vertically up to down from the cell clicked.

Right Click: Places ships horizontally left to right from the cell clicked.
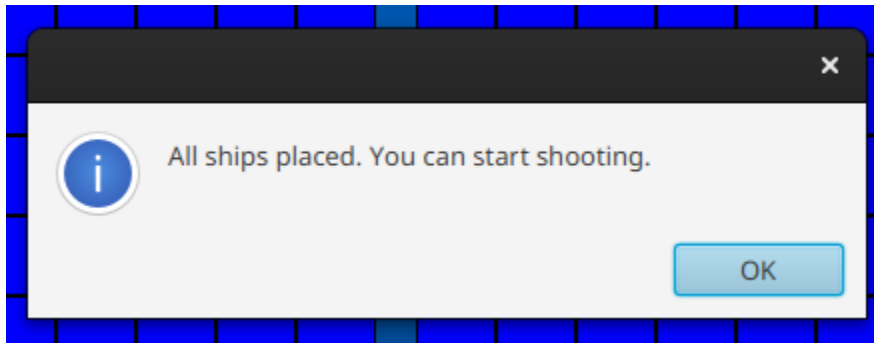
Ship Information:

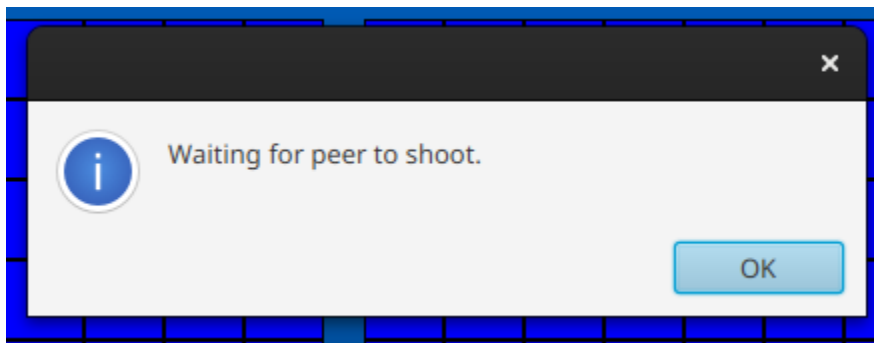| Ship	Size	Order of placement
Carrier	5	First
Battleship	4	Second
Submarine	3	Third
Destroyer	2	Fourth
Buoy	1	Fifth

Upon placing all ships the player should receive a message:
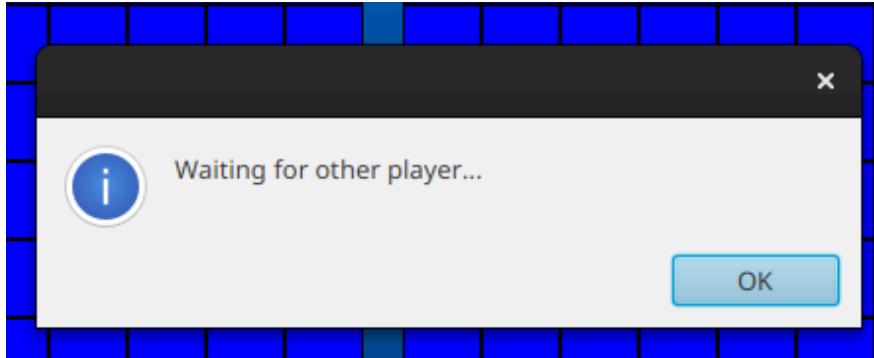
Once the other person is done placing ships, a new dialogue appears indicating that they can now shoot.
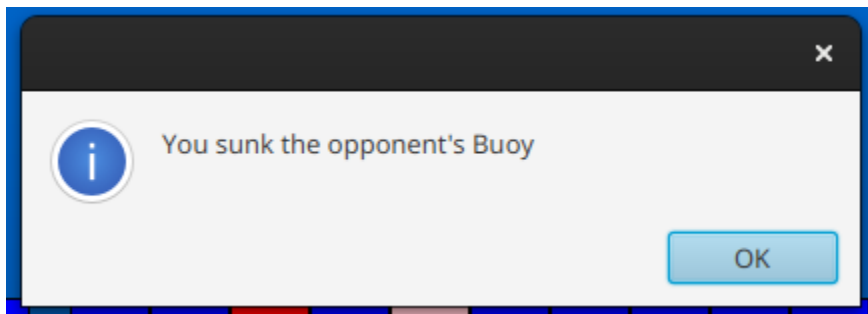

The other player receives this dialogue:

Stage Two: Shooting

The shooting is very self-explanatory.

Red - Your Shot Hit	**White - Your Shot Miss**	**X - Enemy Hit You**	**O - Enemy Missed You**

Upon sinking a ship, the player (shooter) is greeted with a dialogue telling them what ship was sunk:
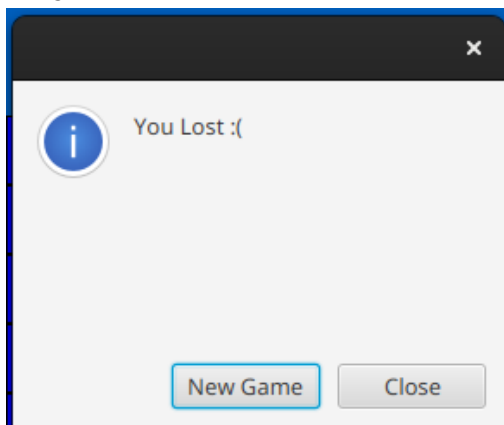

Stage Three: End

Player wins when all enemy ships are sunk.
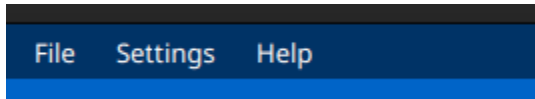**Winning Player Sees:**
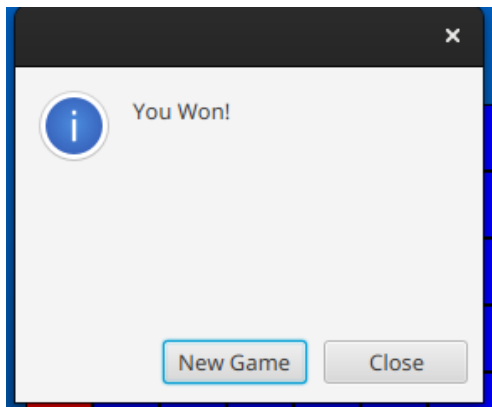
Losing Player Sees:

Players can now choose to start new game, which to do so, both players must hit "New Game". "Close" closes the popup and allows both players to view the grid.
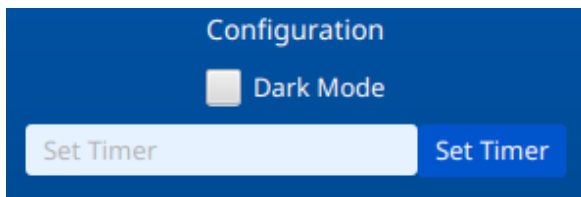
UI Features:

Menu Bar:

File -> Exit - Closes the application
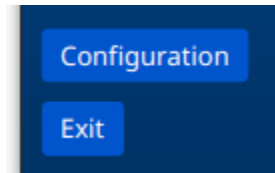**Settings -> Toggle Configuration** - Toggles configuration panel

Configuration Panel:

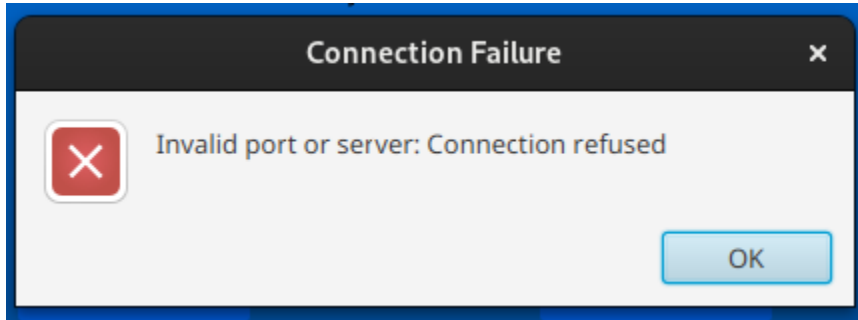**Dark Mode** - Changes UI Theme to gray
Set Timer - Changes Timer Value
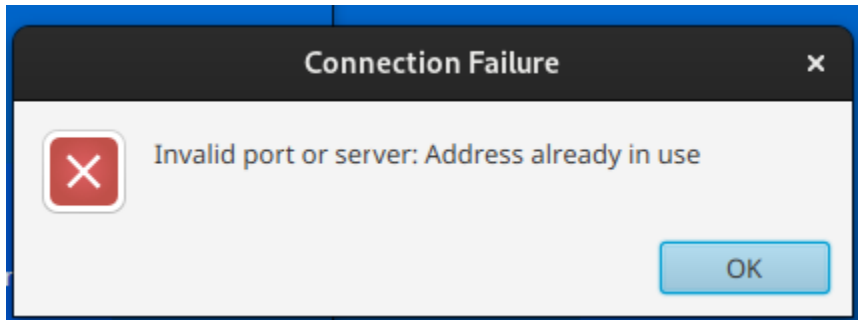
Tool Bar:

Configuration - Toggles Configuration Panel
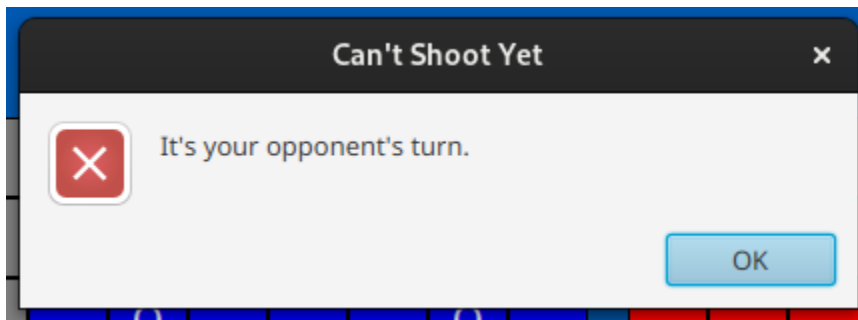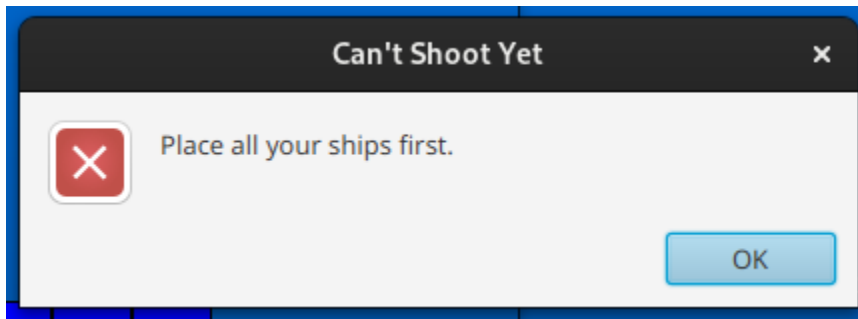**Exit** - Quits program

Common Warning Messages:

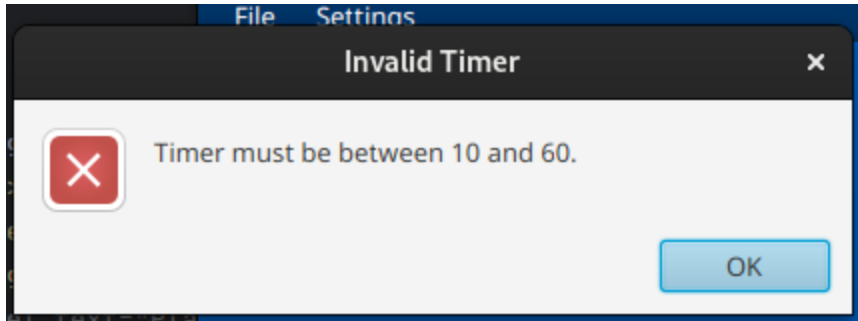Reason: Invalid port or server number

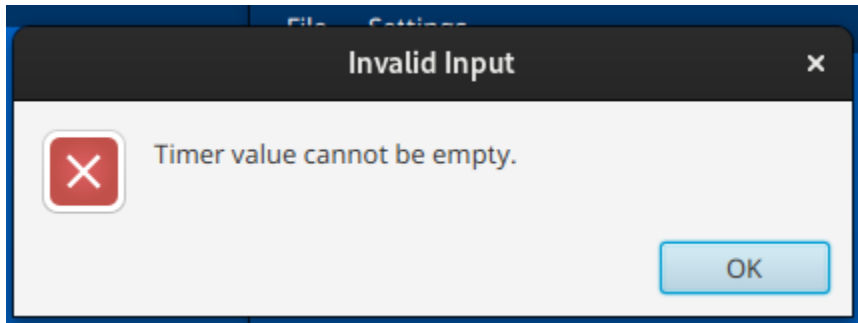Reason: The port or server address is in use

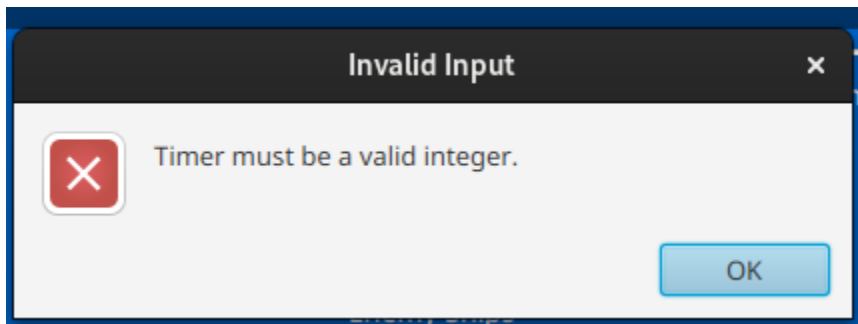Reason: Wait for your opponent to shoot as its not your turn.

Reason: You must place all your ships to shoot.

Reason: Invalid timer number must be between 10 and 60 seconds

Reason: Timer value can't be empty

Reason: Timer must be a number

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