Project 1 Write up

Introduction

Title: Battleship

Battleship is a game where two players take turns trying to sink ships that they’ve placed on their board.

Since programming that game is too advanced with my limited knowledge, I tried a variation where the user guess locations of randomized ships on an array.

User will choose a coordinate, which then the compiler determines whether or not there’s a ship on that location. If the two numbers, which represents rows and columns, has a ship on it, the program will tell you that the ship has been sunk and to pick new numbers. The game continues until all of the ships have been sunk.

Summary:

Project size: ~160 lines

Number of variables = ~ 10-13

I wanted to simulate a battleship game using if-statements for absence of ship on a coordinate. Due to limited knowledge, the programs is essentially the user guessing the location of the randomly-placed ships using the rand function. Because our class have not covered arrays and just recently covered user-made function, I tried learning ahead from Savitch on how to utilize arrays and functions. I also had to refer to my friends who are programmers to assist me with arrays and used website tutorials for arrays and f unction chapter.

Overall the whole project was a medium in terms of difficulties since I used concepts which we haven’t learned yet in class. Coding the whole project took around 4 day; 1 which I used to learn array and functions.