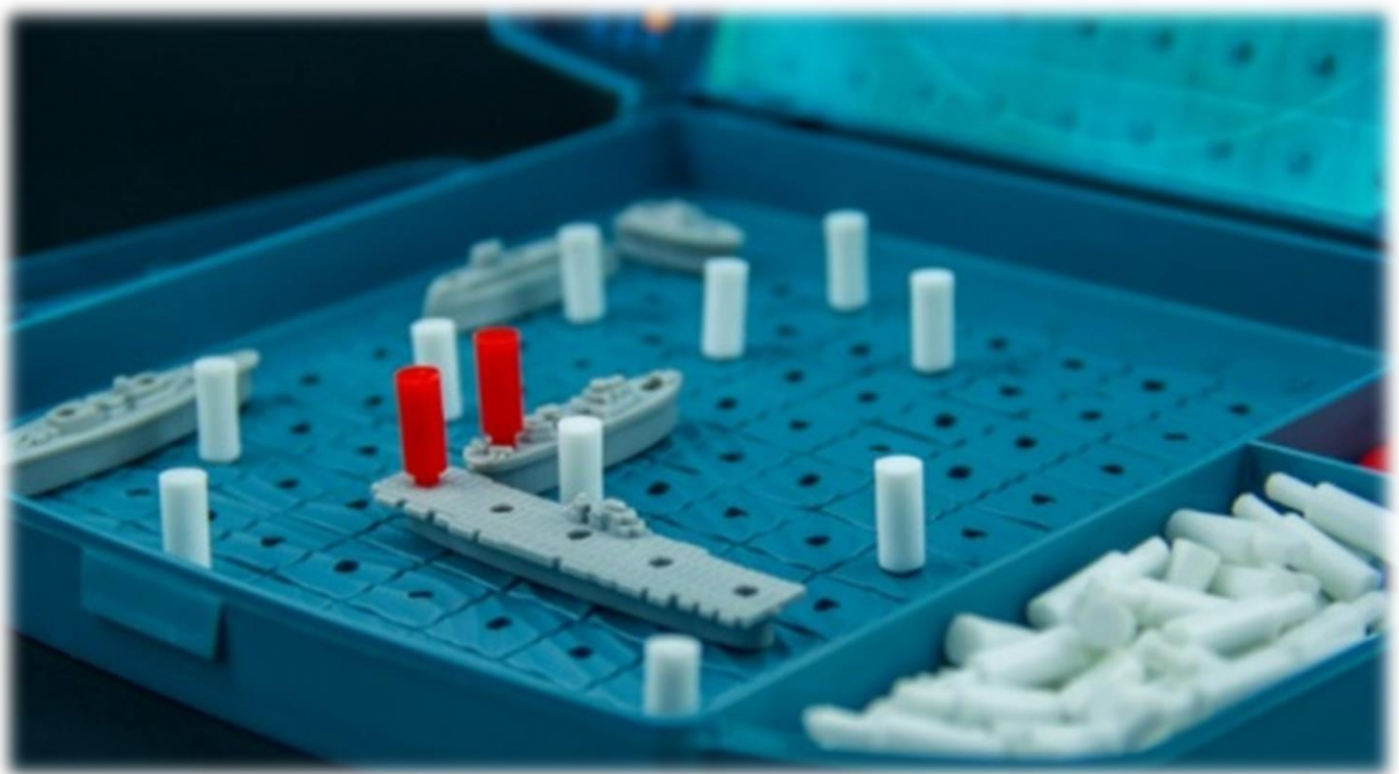


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# NAVY

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### **The goal of the project:**

The goal of the project is to code a terminal version of the famous game Battleship.

The two players are ONLY allowed to communicate using the signals SIGUSER1 and SIGUSER2.

The map size is 8x8. On each turn, it must display your positions, and then your enemy's positions.

At the end of the game (when all the ships of a player have been hit), it displays whether "I won" (and return 0) or "Enemy won" (and return 1).

**Creators:** The project was made during our 1st year at Epitech Lille by Baptiste FORTIER and Yaowanart HURE

### **How does it work?**

#### **CONNECTION**

Player 1

```
Terminal
~/B-PSU-200> ./navy pos1
my_pid: 4242
waiting for enemy connection...

enemy connected
```

Player 2

```
Terminal
~/B-PSU-200> ./navy 4242 pos2
my_pid: 4250
successfully connected
```

## TURN #1

Player 1

```
Terminal
my positions:
|A B C D E F G H
+-----+
1|. . 2 . . . . .
2|. . 2 . . . . .
3|. . . . . . . .
4|. . . 3 3 3 . .
5|. 4 . . . . . .
6|. 4 . . . . . .
7|. 4 . 5 5 5 5 5
8|. 4 . . . . . .

enemy's positions:
|A B C D E F G H
+-----+
1|. . . . . . . .
2|. . . . . . . .
3|. . . . . . . .
4|. . . . . . . .
5|. . . . . . . .
6|. . . . . . . .
7|. . . . . . . .
8|. . . . . . . .

attack: Z0
wrong position
attack: B6
B6: missed
```

Player 2

```
Terminal
my positions:
|A B C D E F G H
+-----+
1|. 5 5 5 5 5 . 3
2|. . . . . . 3
3|. . . . . . 3
4|. . 2 2 . . . .
5|. . . . . . . .
6|. . . . 4 4 4 4
7|. . . . . . . .
8|. . . . . . . .

enemy's positions:
|A B C D E F G H
+-----+
1|. . . . . . . .
2|. . . . . . . .
3|. . . . . . . .
4|. . . . . . . .
5|. . . . . . . .
6|. . . . . . . .
7|. . . . . . . .
8|. . . . . . . .

waiting for enemy's attack...
B6: missed

attack: 4
wrong position
attack: C1
C1: hit
```