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CIS6003 – Advanced Programming

Battleships Documentation

https://github.com/Zander-Git/Battleships-Assignment

Table of Contents

[Running The Program 3](#_Toc36665598)

[Design Choices 4](#_Toc36665599)

[UML Diagrams 5](#_Toc36665600)

[Use case 5](#_Toc36665601)

[Class diagrams 5](#_Toc36665602)

[References 6](#_Toc36665603)

# Running The Program

To run the program, please select both bat files to have them build and compile the game.

When open, the server’s interface will have a suggested port number (4444) already in place. Feel free to change this number. The client’s interface will have the same port number already placed and will also have the local I.P address already placed. If on the same machine, simply pressing “start” on the server, followed by “connect” in the client will connect the two.

Once running, please place your ships. Once you have done so, press the “ready” button and, if you’ve placed all your ships, you will notify the other player that you are ready and receive window indicating if they are also ready. If you have not placed all your ships yet, the console will output which ships you have yet to place.

Once both players are ready, the game will begin and the client always starts first. The players will swap turns every time they miss a ship with their guess. If they hit an enemy ship they can fire again.

Once one player has hit all the other players ships, the game will display the winner and ask you to close the window.

# Design Choices

# UML Diagrams

## Use case

## Class diagrams

# References