

Battleship Pre-project Planning

Game Outline

- 2 players
- Each player receives a square grid(width tbd)
- Each player also receives a set of ships(ships amount tbd)
- Each of the ships will be assigned coordinates that corresponds to the player's grid
- Each player take turns to guess 1 ship coordinate
- Each guess is unique and cannot be repeated
- First player to successfully guess all of the other players' ship coordinates win

Minimum Viable Product

1. 5x5 grid
2. Play against computer opponent
3. 2 ships
4. Ship length = 1
5. Guessing ship coordinate mechanism works
6. What happens when guess correctly, what happens when guess incorrectly
7. End turn function
8. Win state

playerGrid

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

cpuGrid

26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50

Set up

1. Players receive grid and ships.
2. Players assign ships to grid. (Eg. If ship length = 1 \therefore ships occupy 1 square thus having 1 grid coordinates)

Start

1. Player 1 guesses ship coordinates for cpu
2. If wrong, end turn. If right, celebrate then end turn
3. Cpu guesses
4. Repeat step 2
5. Game ends when either player ships are guessed correctly