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CSC 220: Advanced Programming

Final Project Deliverable 3: Requirement Specifications and User Interface (revised)

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Description of Functionality:

The user will be able to connect to the server and be paired with another user to play a game of Battleship. Initially, only the user's board—the board on the left—will be visible, allowing the user to place their ships. Once both users have positioned their ships, a second board will appear on the right, representing the opponent's board.

The user can click a cell in the right board to make a move, guessing the location of the opponent's ships. If the guess hits a ship, a red dot will appear in that cell, and the message in the dashboard will update accordingly. If the guess does not hit a ship—it's a miss—a white dot will appear.

When the opponent makes a guess, it will appear in the left board. If the opponent hits one of the user's ships, a red dot will appear on top of the ship placed in that location and the dashboard will update accordingly. If the opponent's guess is a miss, a white dot will appear in that cell.

When one of the users wins the game, a message will indicate that the game is over. Both users can click a button to play again.

Screenshot:

