



Our goal is to reach the market with a modernized version of a classic game that would entertain its players while impressing them with the underlying technology.

Many Thanks to Prof/ Sherif Hussien,
We appreciate his support in every way. We were so pleased to have him as our Project Supervisor, and we're looking forward to work with him as we move into the next phase of our project.

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Electronic BattleShips Game



GRADUATION PROJECT

A large battleship is shown on fire at sea. The ship is listing heavily to its side, with thick black smoke billowing from its hull and superstructure. A massive fire is visible on the starboard side, with bright orange flames and thick smoke. The water around the ship is choppy, with white foam from the waves crashing against the hull. The sky is overcast and grey.

As a team, we were very excited to rebuild a multiplayer strategy board game known as "Battleships" in a more attractive design involving electronics and embedded software to manage the game rules, communication, and track the progress while leaving the players with all the fun to play the game and enjoy it to the maximum.

Designing the software program was a bit challenging and cheering towards putting together the optimal pieces of software modules that was perfectly composite our system.

Building the hardware circuitry equipped us with a good practical experience while giving us exposure to multiple inputs and outputs drivers.