Battleship Bots

Step

1. Download BattleshipBots.zip from Blackboard
2. Unzip Battleship Bots
3. Open the Battleship Bots project

```c
#pragma comment(lib, "wsock32.lib")

#define SHIPTYPE_BATTLESHIP "0"
#define SHIPTYPE_FRIGATE    "1"
#define SHIPTYPE_SUBMARINE  "2"

#define STUDENT_NUMBER      "12345678"
#define STUDENT_FIRSTNAME   "Fred"
#define STUDENT_FAMILYNAME  "Bloggs"
#define MY_SHIP SHIPTYPE_BATTLESHIP

//#define IP_ADDRESS_SERVER "127.0.0.1"
#define IP_ADDRESS_SERVER "164.11.80.69"

#define PORT_SEND    1924 // We define a port that we are going to use.
#define PORT_RECEIVE 1925 // We define a port that we are going to use.
```

1) Put your student number and name here

2) Put the server IP address here

```
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```
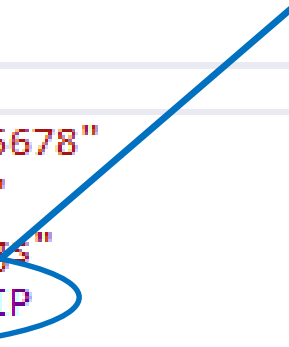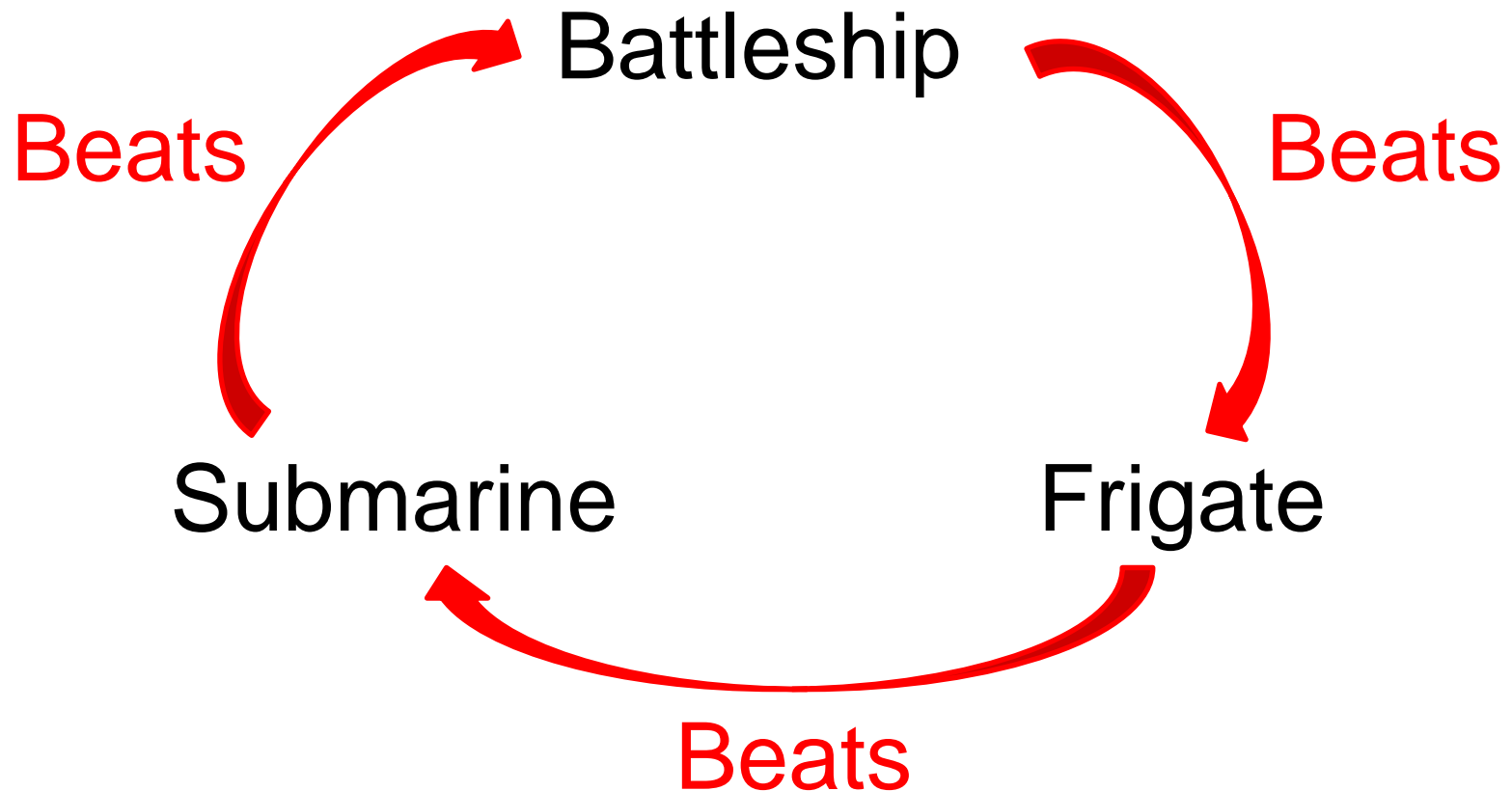
3) Decide what type of ship you want to be…

There are three ship types…
- Battleships
- Frigates
- Submarines

You can choose what type of ship to be. But your choice may be affected by that of your classmates!

It is like Rock, Paper, Scissors…

```c
/*****************************************************************/
/********* Your tactics code starts here *********************/
/*****************************************************************/

int up_down = MOVE_LEFT*MOVE_SLOW;
int left_right = MOVE_UP*MOVE_FAST;


void tactics()
{
    //if ( myY > 900)
    //{
    //   up_down = MOVE_DOWN*MOVE_SLOW;
    //}

    //if (myX < 200)
    //{
    //   left_right = MOVE_RIGHT*MOVE_FAST;
    //}

    //if ( myY < 100)
    //{
    //   up_down = MOVE_UP*MOVE_FAST;
    //}

    //if (myX > 800)
    //{
    //   left_right = MOVE_LEFT*MOVE_SLOW;
    //}

    //move_in_direction(left_right, up_down);

    //if (number_of_ships > 1)
    //{
    //   fire_at_ship(shipX[1], shipY[1]);
    //}
}


/*****************************************************************/
/********* Your tactics code ends here *********************/
/*****************************************************************/
```

You add your code in here
(you have been given some code to get you started)