W & O steps

Thursday, March 30, 2023   2:35 PM

Basic Requirement

To build a small, two-player console game that has its roots in the game Battleship from Mattel. There will be a 25-spot grid (A1- E5).Each player will place five pegs on the board to represent their five ships. Players will then take turns firing on their opponent's ships. The first person to sink all five ships wins.

General Flow

Two users open up the console
Ask user 1 for where to place their ships
Ask user 2 for where to place their ships
Ask user 1 for a shot
Determine hit or miss
Determine if the game is over
Ask user 2 for a shot
Determine hit or miss
Determine if the game is over
Repeat until someone wins Identify who the winner is.
Exit the application

Additional Questions / Requirements

1. Is it the same console or two different consoles working together? **Sar**
2. Does the other player get one last chance after being sunk? **No**
3. Do we want to capture/display statistics such as hit/miss ratio, etc.? **Ju**
4. Only one ship per spot.
5. Do we allow a player to shoot the same spot twice? **No**
6. Do we show a visual of the grid? **Yes**
7. Do we store game data? **No**
8. Are we ever going to change the number of players? **Maybe**
9. Will we add a computer player? **Maybe**

Full Requirements

1. 2- player game
2. 25 spot grid (A1-E5)
3. Each player gets 5 ships
4. Each ship takes up one spot
5. Players take turns firing
6. First person to sink all 5 wins
7. One console for everyone
8. No completing the round after 5 sunk ships
9. Show a visual of the grid with hits and misses
10. Do not allow the user to shoot the same spot twice