

U , L & D steps

Thursday, March 30, 2023 2:59 PM

UI Design

Welcome message

Ask user 1 for their name
Ask user 1 for their 5 ship placements
Ask for placement
Determine if it is a valid spot
Store
Clear

Ask user 2 for their name
Ask user 2 for their 5 ship placements
Ask for placement
Determine if it is a valid spot
Store
Clear

Display grid of where user 1 has fired
Ask user 1: Where would you like to fire on?
Verify a valid spot
Check results Store shot Clear
Display the score (user 1: 2 ships left, user 2: 4 ships left)
Repeat with user 2
Loop until someone wins
Print out Winner's name and number of shots taken
Wait for user to say they are done
Exit

UI Design cont.

A1 A2 A3 O A5
B1 B2 B3 O B5
C1 C2 C3 X C5
D1 D2 D3O D5
E1 E2 E3 O E5

Logic Design

Clear display enum
Method: Asking for name
Method: Get ship placement
Method: Determine if valid spot for ship
Storing ship information: List per user?
Storing shot information: List per user?
Method: create the grid for each user Method: print out grid
Method: fire on opponent
Method: determine if a shot can be taken & outcome
Method: display score
Method: print winner and shots taken

Data Design

Playerinfo
User's Name -string
Dseis 5 ship location
User's shot grid - Lis

GridSpot
SpotLetter- string
SpotNumber - int
Status-string (possib