# COMP-361 Project
Acceptance Test Preparation

Requirements Clarifications

- When all of the squares of a ship have been destroyed, the ship sinks and is removed from the battlefield.

- When the front of an enemy ship lies within the radar range of an allied ship it should be possible to identify in which direction it is facing.

- The center of the radar boat (ship of size 3) should be distinguishable by radar from the center of the torpedo boat (also ship of size 3).

Requirements Extension

The initial battleships rules (see requirements handout version 1.2) are extended by adding a new unit to the game: the *kamikaze boat*. Each player has one kamikaze boat in its fleet. The details of a kamikaze boat are as follows:

- Kamikaze Boat: Size: 1, Speed: 2 (distance), Armour: Heavy, Weapons: Special

Movement Zone   Radar Range   Explosion Range
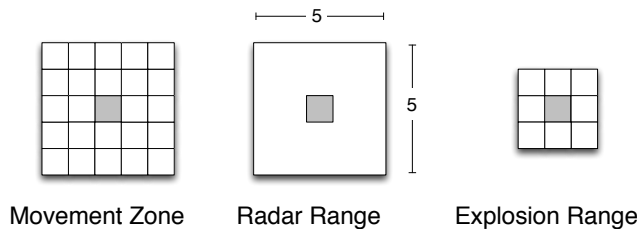
Kamikaze boats are tiny (one square) and hence very agile, i.e., they can move to any square that lies within 2 squares distance from its current position (even diagonally) as shown in the figure above. Also, since it is so tiny, there is no need to "turn" the boat to change direction.

Kamikaze boats are special because they do not have any conventional weapons. However, kamikaze boats are filled with explosives. When in proximity of an important enemy ship or enemy base, the Kamikaze boat can perform a suicide attack, which works as follows:

1. The explosives are armed.

2. The kamikaze boat moves to any location within its movement zone.

3. The kamikaze boat explodes, which deals maximum damage (i.e. it also destroys heavy armoured ship squares) to all ships (including allied ships) that lie within the explosion range (shown in the figure above).

All of the three steps described above count as ONE move.

Using kamikaze boats can be very effective in damaging the enemy fleet, especially if the enemy ships are close to each other. Unfortunately, the kamikaze boat can use the suicide only once, since it is destroyed as part of the attack.

Acceptance Test Preparation

The acceptance test will be held on Wednesday April 9th. During the test, the group of graders (i.e. my TA, myself, ...) will play your game, looking for bugs / glitches and violations of the game rules. We run the show, and you basically just watch. If all the game rules are implemented correctly, your grade will be "A-". You'll get an "A" if your implementation provides more than the minimum, e.g. an awesome user-interface, or some additional functionality, such as, additional units, team play, etc...

In order to make the acceptance test easier for me and the team of graders, you have to prepare in advance several saved games with game configurations that allow us to easily test the following cases:

- moving, radar, sonar, etc...

- triggering a mine explosion while moving / turning

- picking up an enemy mine

- destroying the enemy base

- winning the game by sinking the last enemy ship

We are not responsible for not having enough time to grade everything if you don't have the appropriate saved games ready. It is your responsability to make sure that we can test all the required functionality of the game within 20 minutes.