

# Battleship Board Game

*Enrico Zammit Lonardelli*

9910821

School of Physics and Astronomy

The University of Manchester

PHYS30782: Object-Oriented Programming in C++

May 2020

## 1 Introduction

The board game Battleship I chose to reproduce digitally is inspired from the early 20th century pencil and paper game which later became a success board game hit in the early 1960s. This board game in particular has always had a connection with the computer world, in fact being one of the world's ever computer games being released in 1979 on the Z80 Compucolor. Since then this game has been reproduced on many digital consoles and as a standalone game on PC and is a game I have personally played many times as a child so I decided it would be a good idea to reproduce a command-line version of it in C++.

## **Appendix 1: Impact of COVID19 on the work completed and report**

### **1.1 Time lost travelling home**

Some of you may have had substantial difficulties travelling home, and lost a lot of time on the way. Please give details here

### **1.2 Lack of access to computers and the internet**

We understand that not all students have access to sufficient IT resources. Please specify what the limitation of resources is.

### **1.3 Limitation in the outcome**

Please describe how this has impacted both the extent of the results presented, and the quality of the report.