

Group: Dore Mifaso

Names: Jace Peloquin / Ethan Hebert

Emails: jtp049@latech.edu / eah039@latech.edu

Proposal:

We would like to build the boardgame classic, Battleship. We will output sounds for hits (explosion), misses (water splash), and an announcer (ex: “You sunk my battleship!”). Our input will be a joystick to select location on grid to fire and a button that is used to rotate ship for placement and to fire in game. There will also be a single reset button that brings the game back to the title screen. There will be 2 Pi screens – one per player. Each screen will be placed vertically and facing away from each other so the players cannot see each other. The top half of the screen will display the attacking grid and the bottom half of the screen will display the player’s own grid with their ships. The enclosure will be made of wood purchased from Lowe’s painted a dark color. One monitor will be on each side of the box, and the lower portion of each side will be slanted to place the buttons and joysticks. The speakers will be directly above the monitors.

