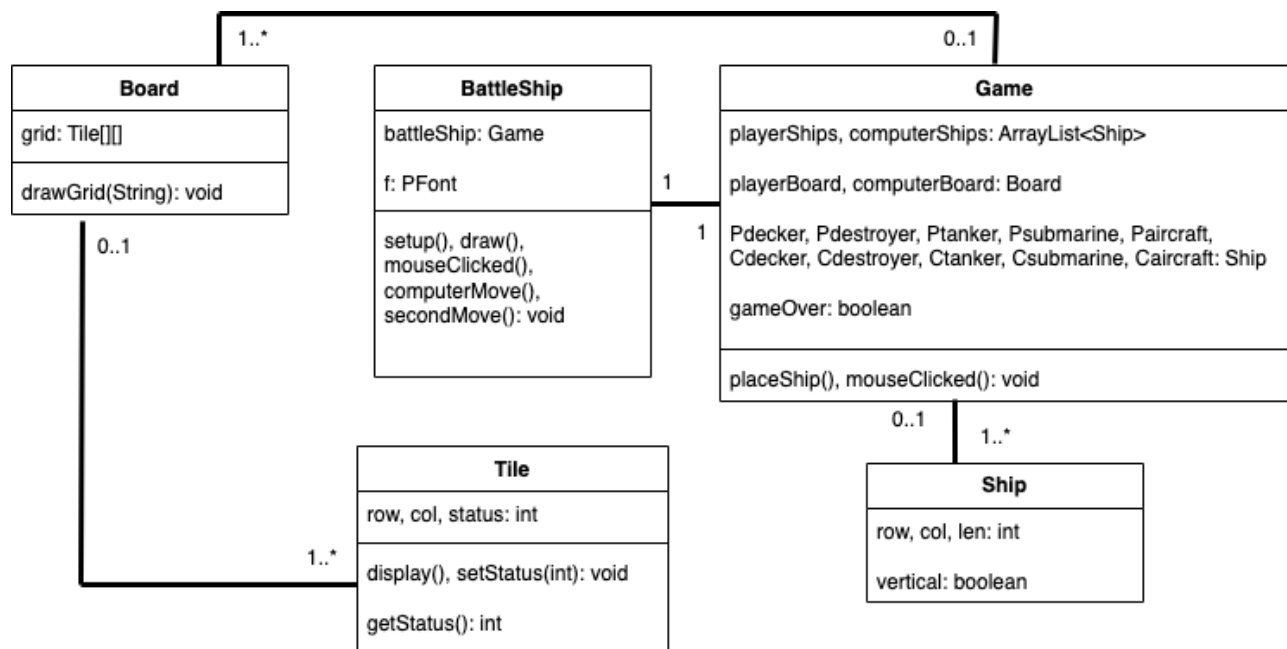


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Pd 6
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Battleship Game

Description:

My project is an attempted recreation of the famous strategy game “Battleship”. Both player and computer own a board of Tiles, represented by ints, which represent battleships or water. Ships are positioned randomly across the grid, horizontally or vertically. When a shot is taken on the enemy’s grid, that clicked tile will either turn red, indicating a miss, or green, indicating a hit. At the same time, the computer will take a random shot back. As I am unable to code artificial intelligence, the computer cannot think as logically as a person and make logical moves. To even the playing field, I’ve made it so that the computer gets to take four more shots if it gets a hit.

UML:



For the game to work, a player should click on a tile on the enemy’s board in order to place a hit on it. The player’s objective is to sink all of the enemy’s ships before their own ones are sunk.