CS 135 @ UNR Fall 2014 11/18/2014

Project Title: !Battleship…Kind Of

Group Name: The Old-Timers

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Project Description:

We are proposing to build a 10x10 single-player Battleship game. The boats that the player will attempt to find will be randomly generated and placed on the grid, without boats overlapping or going through the edges of the canvas. The player will click where they want to shoot, and if it is a miss, a splash sound will play, and a circle will show up on the grid indicating a miss. If it is a hit, there will be an exploding sound, an X will be placed on that spot indicating a hit. Player has X amount of turns to find all five of the enemy boats, which are five, four, three, three and two squares in length. If the player finds all the boats before his/her amount of turns is up, a winning message will be displayed, if turn counter gets to zero, a losing message will display.

Note: The amount of turns will be determined at a later time. We will be writing this game in Javascript, using two-dimensional arrays, random numbers generators, mouse events, alert windows, confirm windows, and we will be displaying an image as a background. We will be creating sprites for our boats and the different states of the boats. We will also include a Top-Ten score list, and various sound effects as to make the game a bit more fun.

Overall, our project is an interactive game that you can play by yourself, and the boats will be in different locations every time, therefore making the game more interesting and challenging.