



İZMİR EKONOMİ ÜNİVERSİTESİ

JAVA BATTLESHIP GAME

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The project has a client client-server relationship. This is achieved by using socket programming. Users can create a new account to play the game and log-in to the system with their username and password. In main menu they see their score and username. Also. In main menu users can choose to play the game. Game is printed on the console. In console, there is 8x8 game board and 9 same size ships. Ships are placed to the game board randomly by the system. Players write which column and row they chose. They will give them a feedback if they hit a ship or missed it and updates table. After player hit all of the ships, system congrats the player and updates their score on database table. After that, system closes itself.

Java Technologies That Used in the System:

1. Swing is used for GUI
2. Socket programming connects 2 users
3. SQLite store user information
4. Used IntelliJ as editor

Database Table:

	ID	userName	password	score
	Filtre	Filtre	Filtre	Filtre
1	1	damina	damine1234	0
2	2	geralt	geralt1234	0
3	3	elvenmak	elvenmak1234	0

ID is unique and created by database automatically when a new user creates an account. userName is a unique value.

Comparing Project Proposal and Finished Product:

- In proposal:
 1. Battle is done by an interface
 2. System has a turn-based combat with 2 players(server-client)
 3. Winner gains 2 points and loser loses 1 point
 4. System has 5 different size ships

- In product:
 1. Battle is done by a console
 2. The game is finding ships in single player mod
 3. As single player there is no loser, so only winner gains 1 point
 4. System has 9 same sized ships