Manual

Battleship Game

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3. Semester
SWENGB
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INHALTSVERZEICHNIS

Inhalt

INHALTSVERZEICHNIS 2

1 LAUNCH THE APPLICATION

There are two ways to launch the application.

1.1 SBT

To launch the application with SBT you have to use the Windows Command Prompt. To launch the Windows Command Prompt (CMD) press “Windows-Button” + “R” and type cmd in the dialogue that pops up. Then just click on “OK” and the CMD will launch.
In the Command Prompt you have to navigate to the destination where the application is stored. To do this you have to you use the “cd” command.
Hint: With the tab-button you can auto-select paths. Just type in the first letters of the directory/sub-directory and click the tab-button.

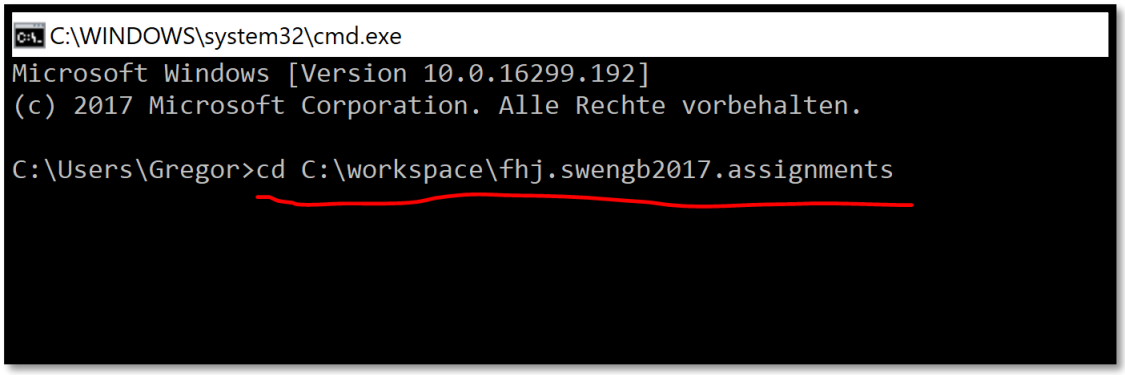


Figure 1: Navigate in CMD

If you have selected the right path press Enter.
In the next step you have to start SBT. You can do this by typing “sbt” and pressing Enter.

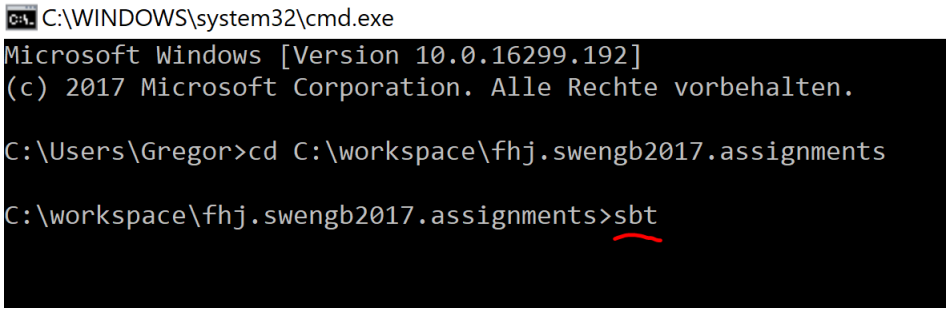


Figure 2: Start SBT

Afterwards you select the correct project. In our case this is battleShipFx. You do this by typing in “project battleShipFx”.

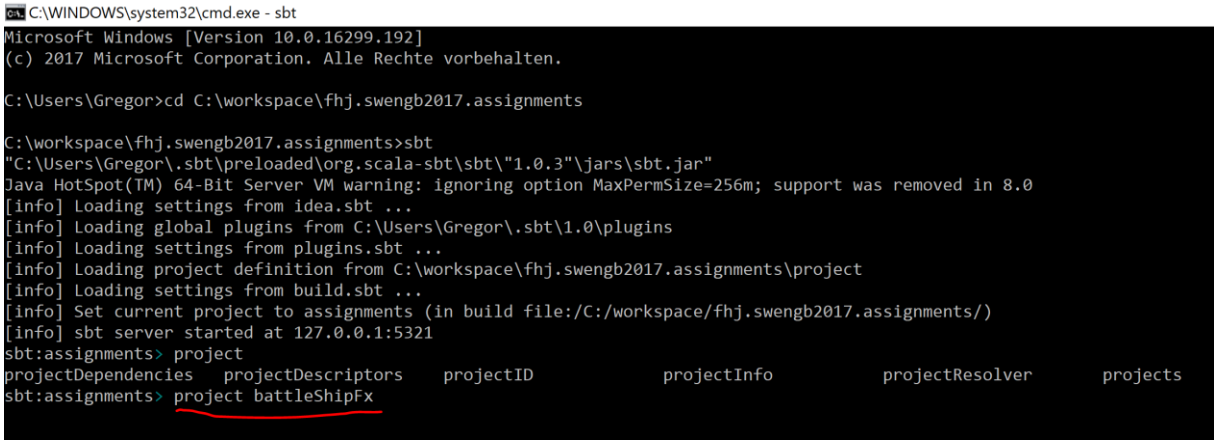


Figure 3: select the right project

Lastly, to launch the application you have to insert “run” and press Enter.

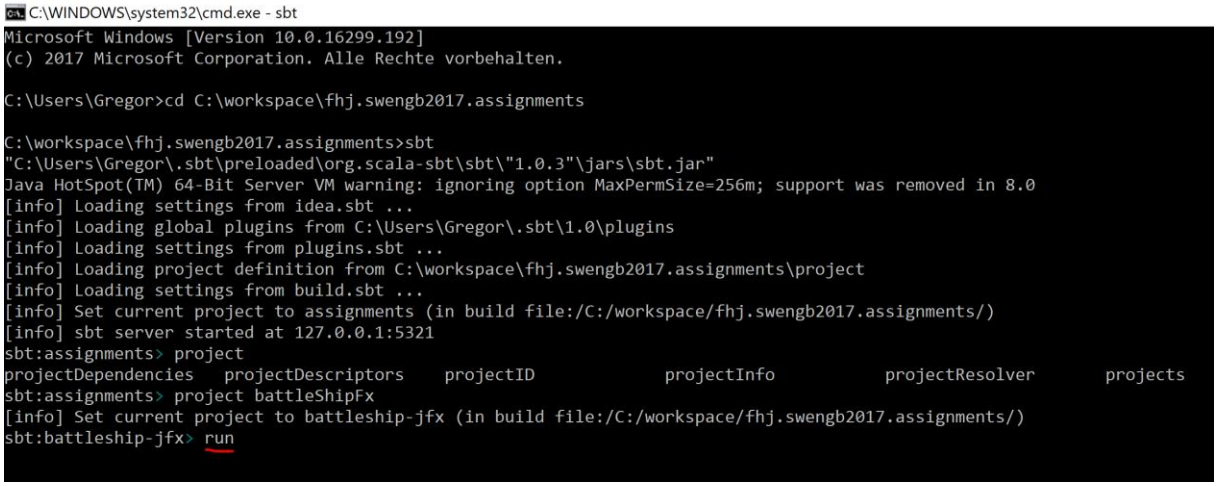


Figure 4: launch the application

1.2 Splash Screen

When you went through the steps correctly you will see the splash screen. This screen is displayed at the launch of the application while everything is loading.

Figure 5: Splash screen

2 Main Menu

The main menu is displayed after the application launched correctly.

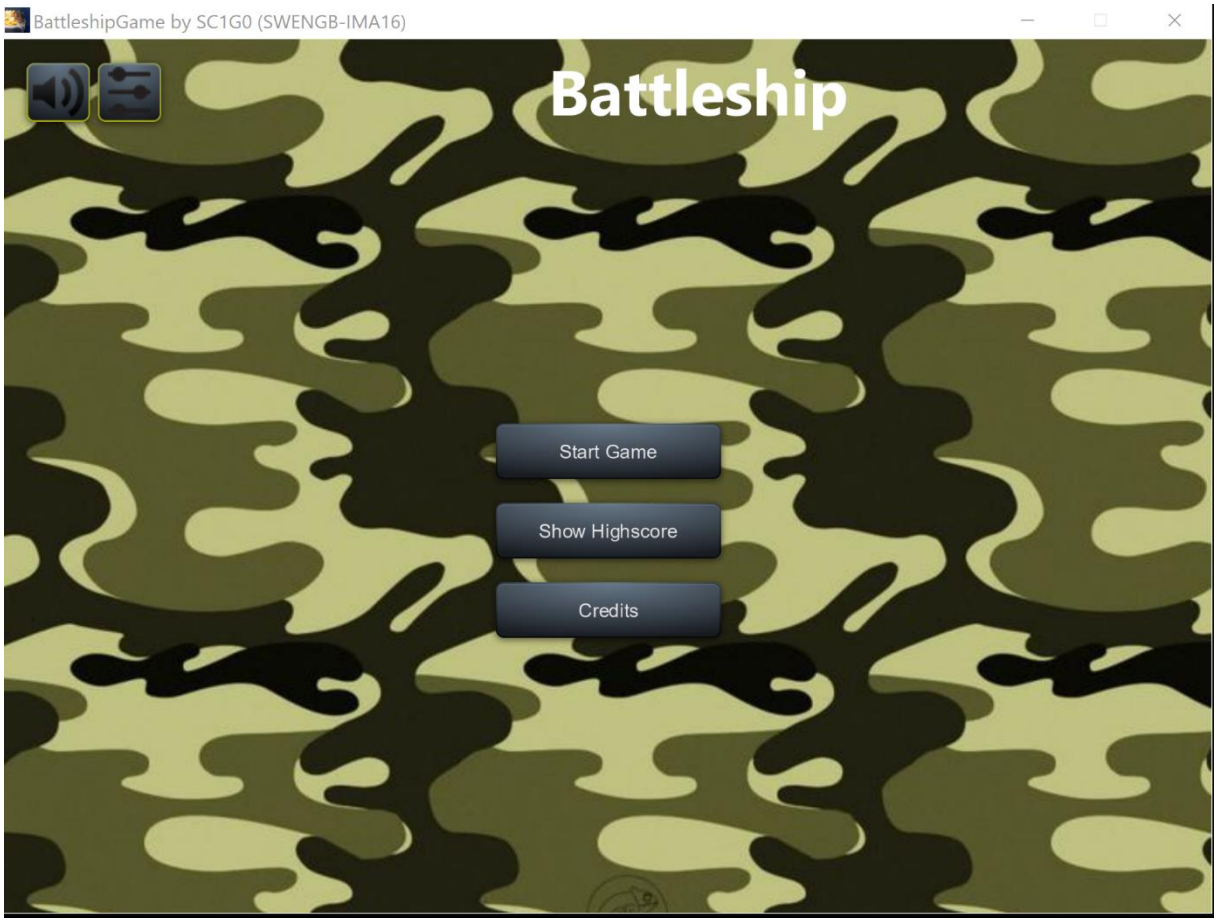
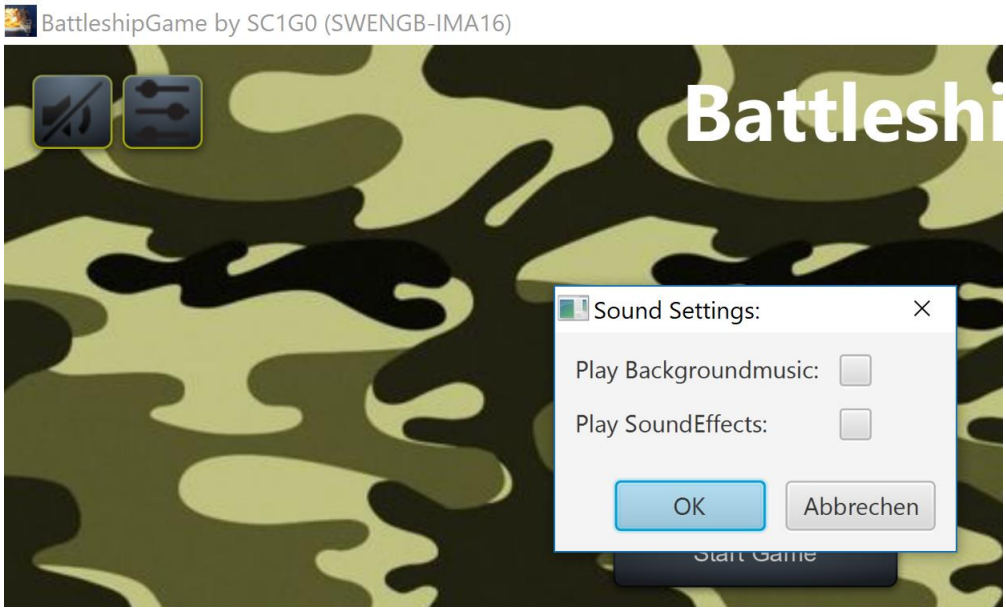


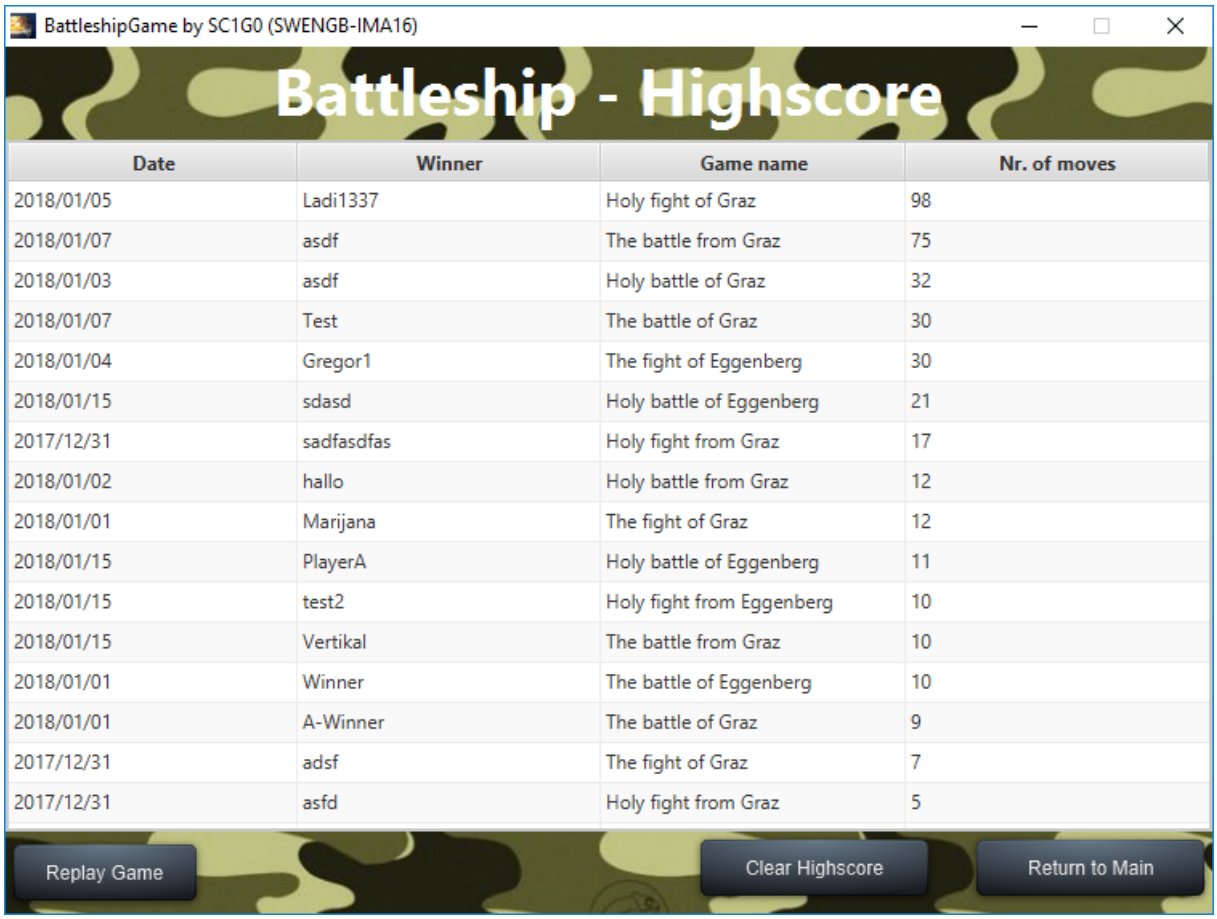
Figure 6: Main Menu

Here you have the following 5 buttons:

- “Start Game”: If you click this button you will be directed to another menu where you can choose between a Single Player or Multiplayer Game.
- “Show Highscore”: The High score Button takes you the Highscore menu.
- “Credits”: The Credits Button takes you to the Credits menu.
- “Sound-Button”: If you click on this button you can either turn off or turn on the sounds.
- “Sound-Settings-Button”: If you click on this button the sound-settings-dialogue opens up. Here you can choose you disable/enable both the Background music and the Sound effects.



3 HIGH SCORE MENU



This menu opens up if you clicked on “Show Highscore” in the main menu. It shows the High score of finished games which are sorted by the amount of clicks. It contains the buttons “Replay Game”, “Clear Highscore” and “Return to Main”.

- The “Replay Game”-button enables you to review an already played game. To do this you have to select a game and click on “Replay Game”. Then you are taken to the game screen which displays you the slider, one or two battlefields (depends if the game was a single or multiplayer Game), you player name and the battle title. You can use the slider to take you to the game Round you want to review.

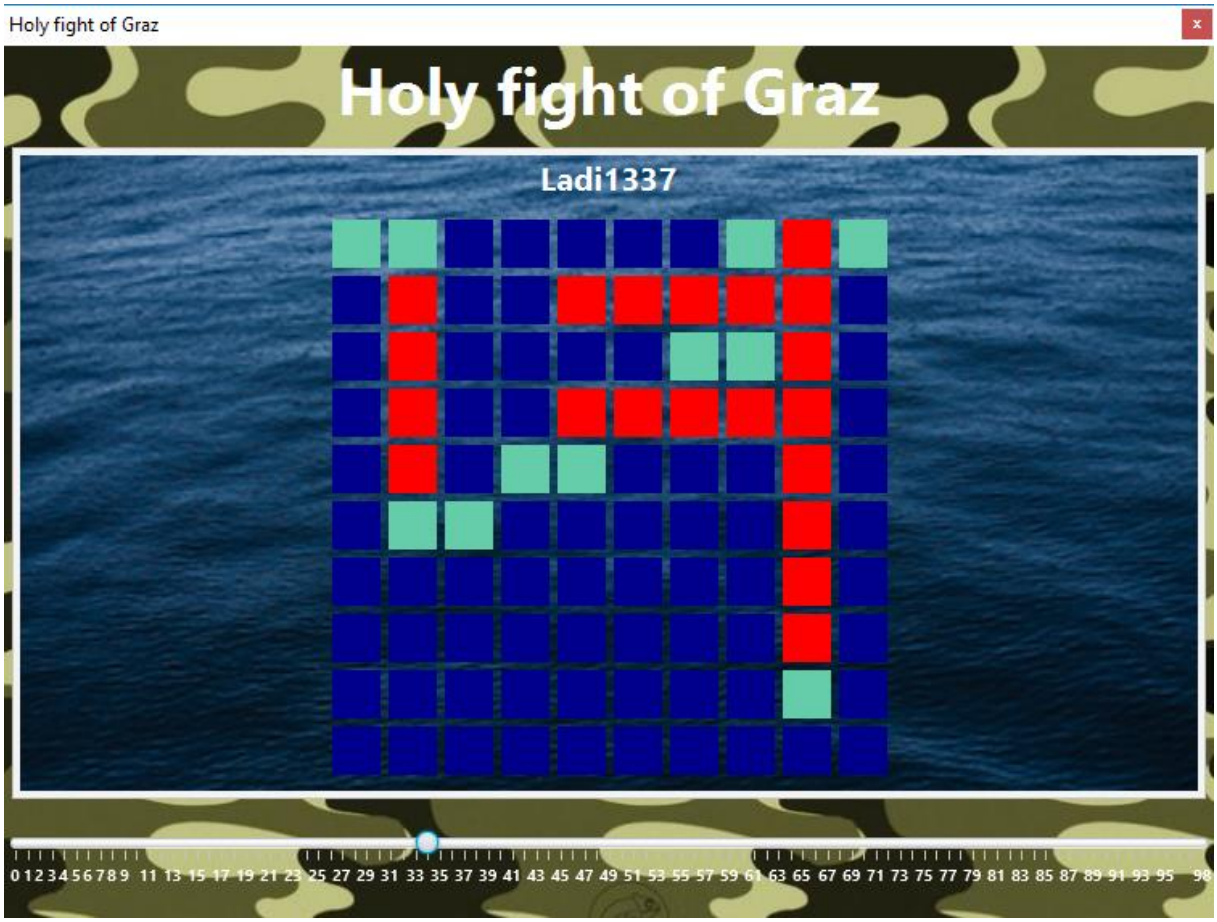


Figure 7: Review Singleplayer Game

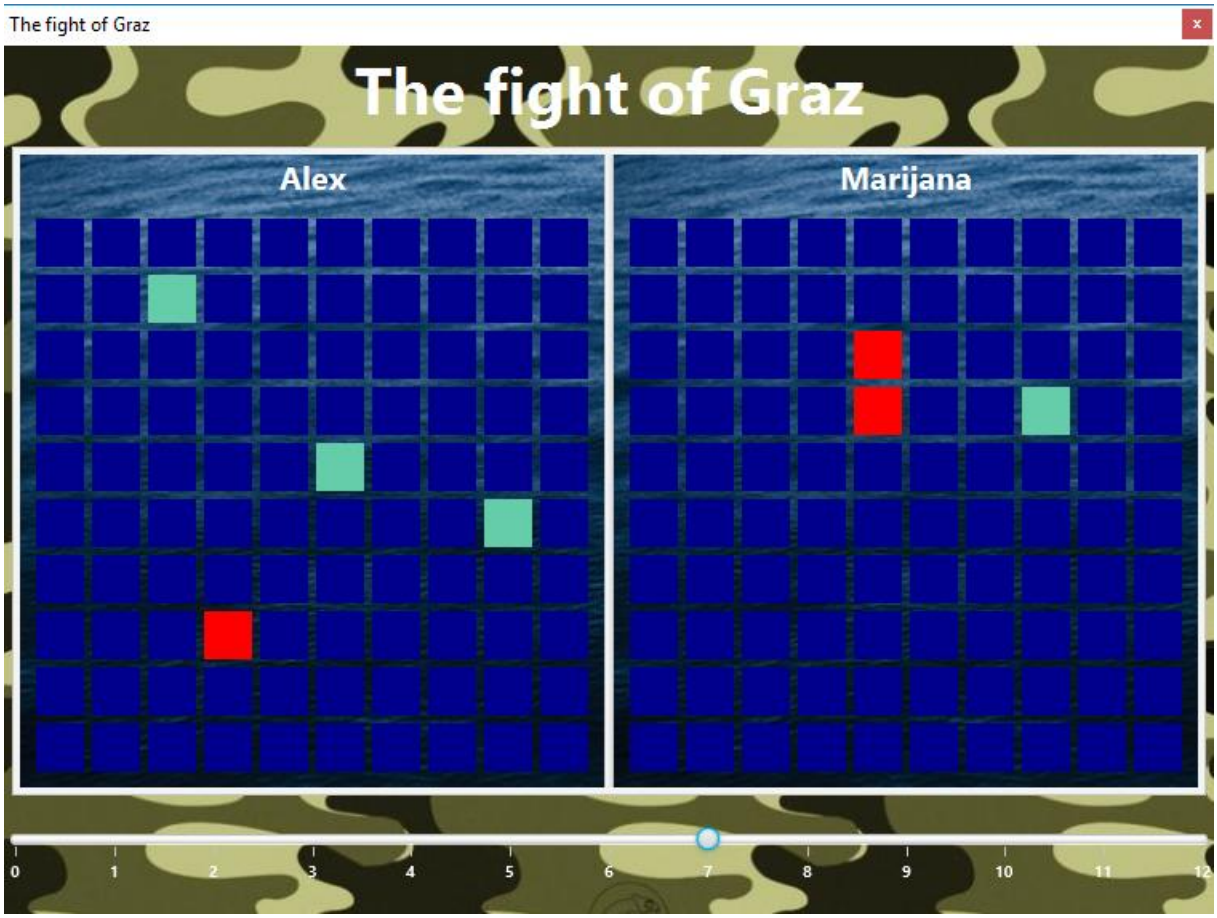
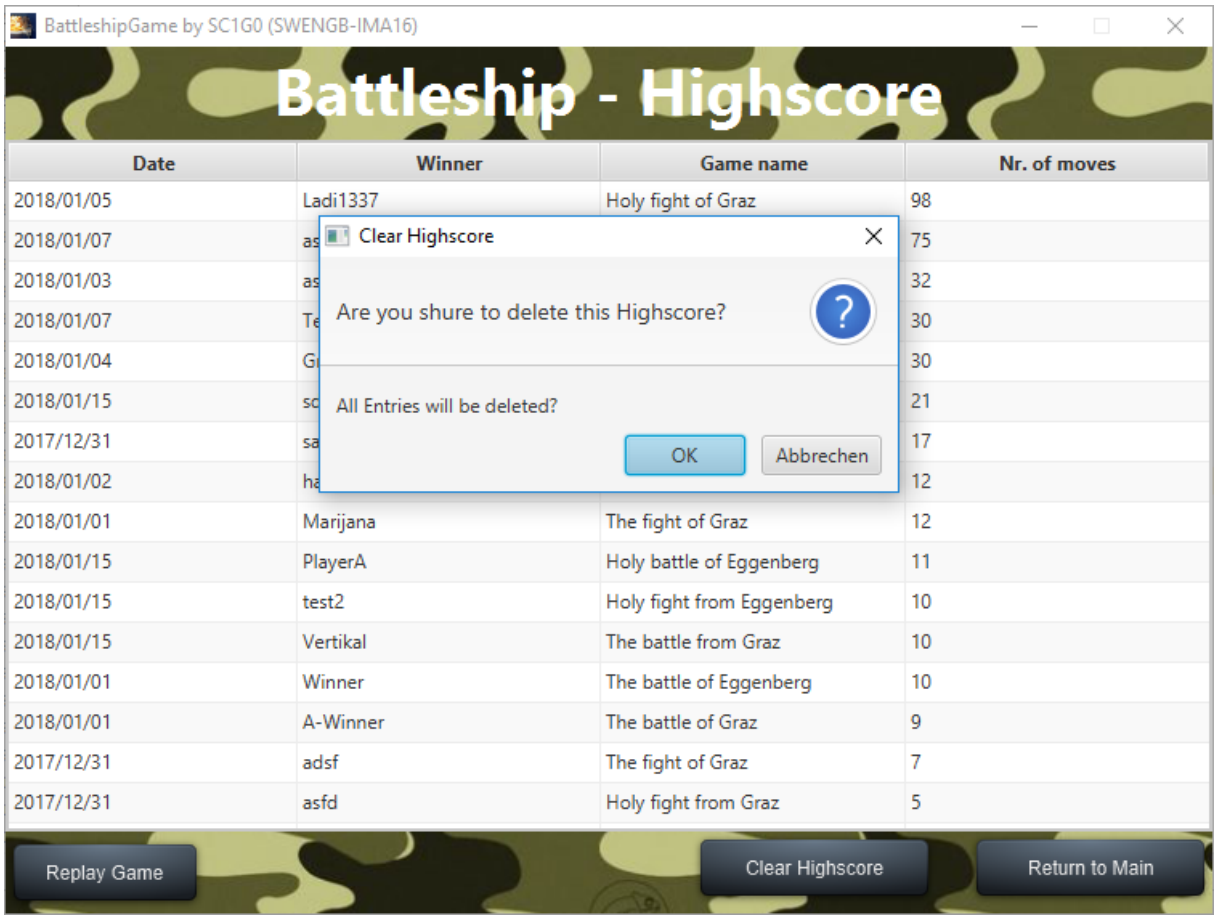


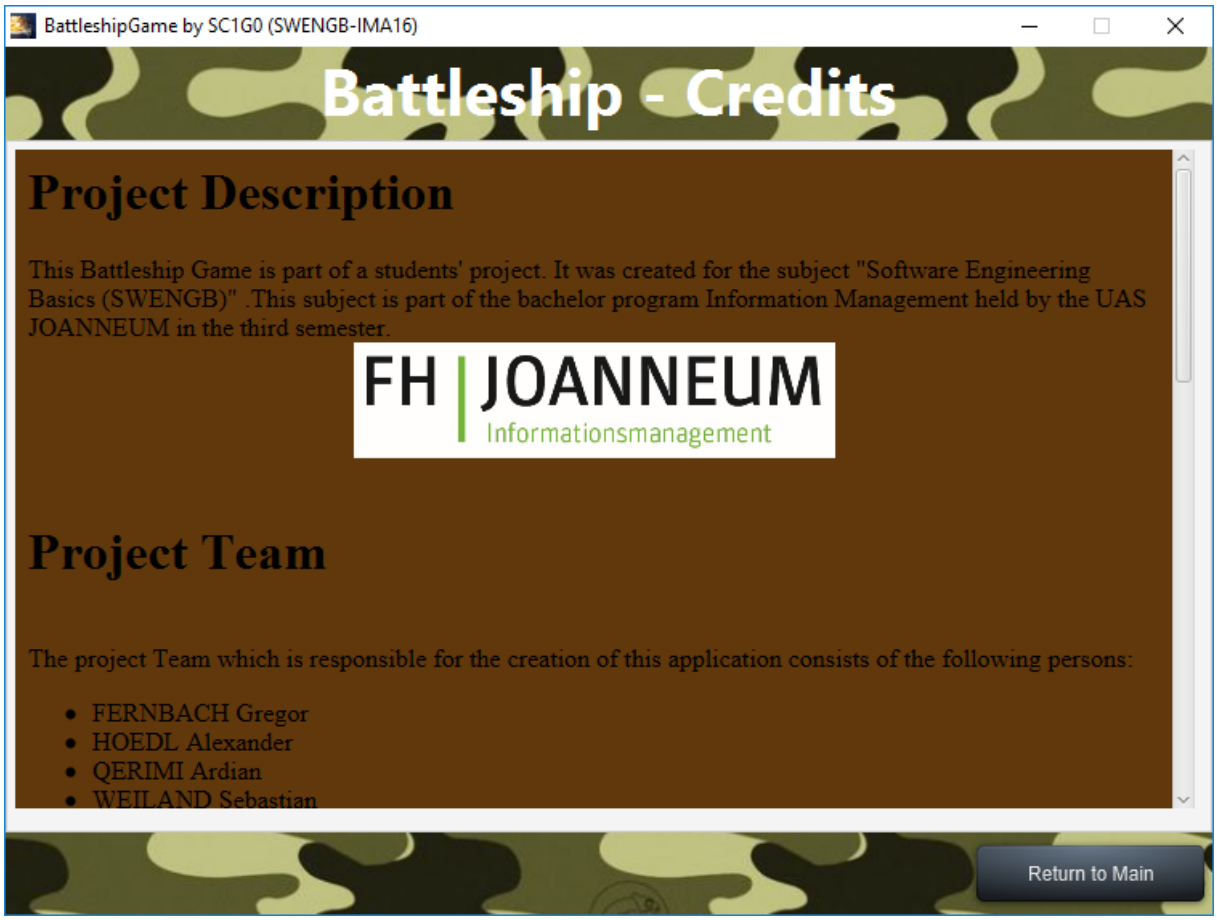
Figure 8: Review multi player Game

- The “Clear Highscore”-button deletes all saved High scores. If you click this button a dialogue will pop up which asks you if you really want to do this. You can either agree by pressing “OK” or abort it by pressing “Abbrechen”.



- The “Return to Main”-button leads you back to the welcome screen.

4 CREDITS MENU

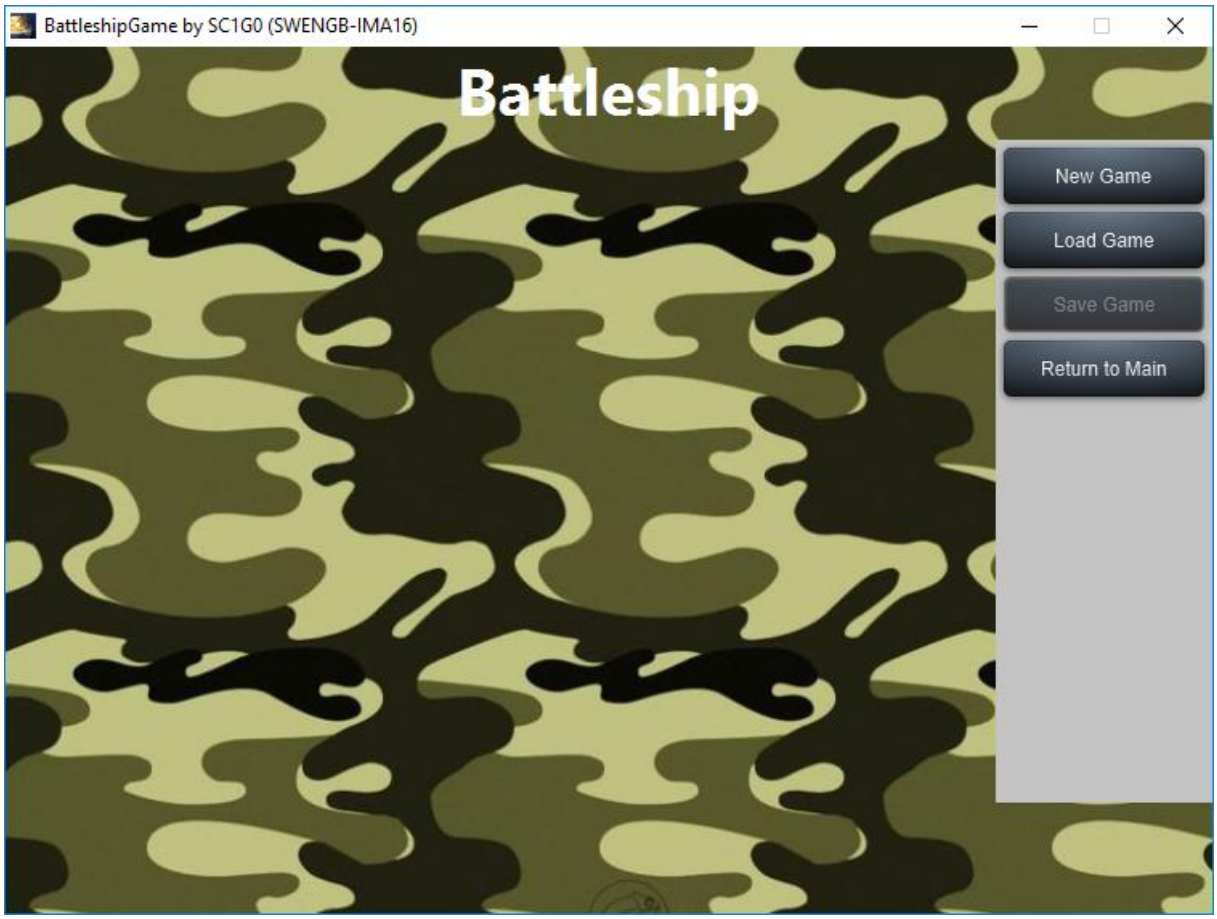


This Screen appears when you click on “Credits” in the main menu and displays the Credits of the game. There is only one button called “Return to Main” which takes you back to the main menu.

5 START A GAME

This menu appears if you clicked on the “Start Game” button in the main menu. This menu contains 4 buttons.

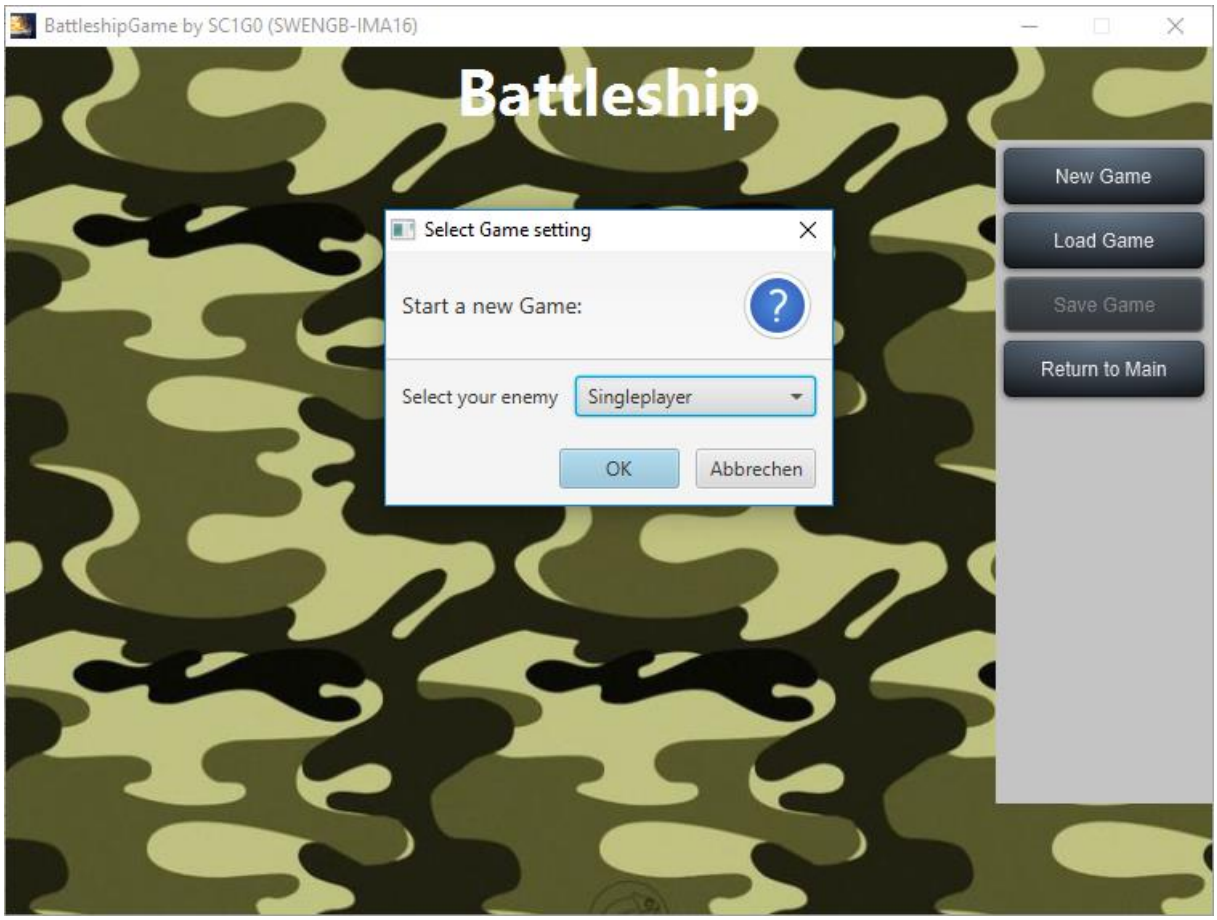
- “New Game”: If you click this button you start a new game
- “Load Game”: If you click this button you can load a saved game
- “Save Game”: In this context this button is disabled.
- “Return to Main”: This button takes you back to the main menu.
- In this screen you can start a new Game if you click on the “New Game” button, load a saved game if you click on the “Load Game” button or return to the welcome screen if you click on the “Return to Main” button.



5.1 START A NEW SINGLEPLAYER GAME

If you clicked on “New Game” in the Start-Game-Menu a dialogue appears which asks you if you want to select a singleplayer or multi player Game. You

can start a new singleplayer game by selecting “Singleplayer” from the drop-down menu and click on “OK”.



Afterwards you have to Enter your Name in the Enter names: dialogue box and click “OK”.

Then a new Singleplayer Game starts in which the ships are already placed on the battlefield.

At the bottom of the screen you have the slider which enables you to view and replay already played game rounds. You can click on the little dots which take you back and forth in the game history.

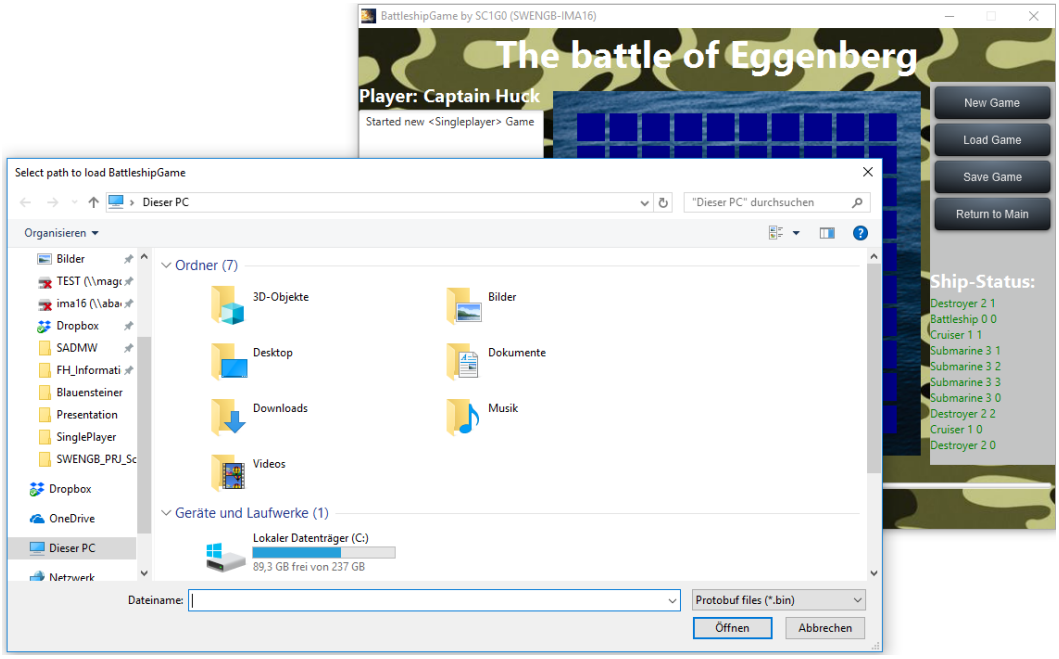
On the left handside you have the Game log which shows you what happened so far. Above it you see your selected player name.

At the top of the screen you see the randomly created Game title for you game round.

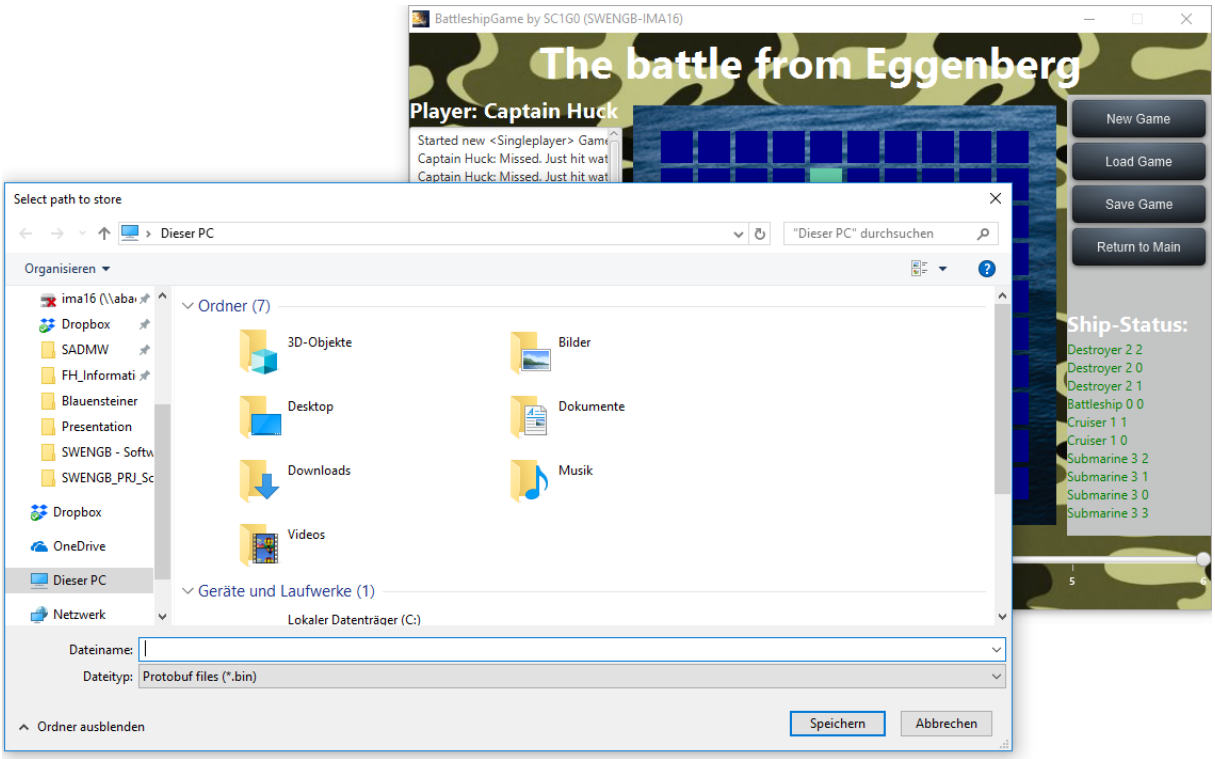
At the right handside in below the buttons you see the status of your ships and above the status you have 4 buttons.

- “New Game”: If you click on this button the whole process of starting a new Singleplayer Game repeats.
- Load Game: If you click on this button you can load a saved Singleplayer Game. A window appears in which you can select the path to the saved game. To finalize this process you have to select the path and click on

"OK". Alternatively you could also abort your decision and click on "Abbrechen".



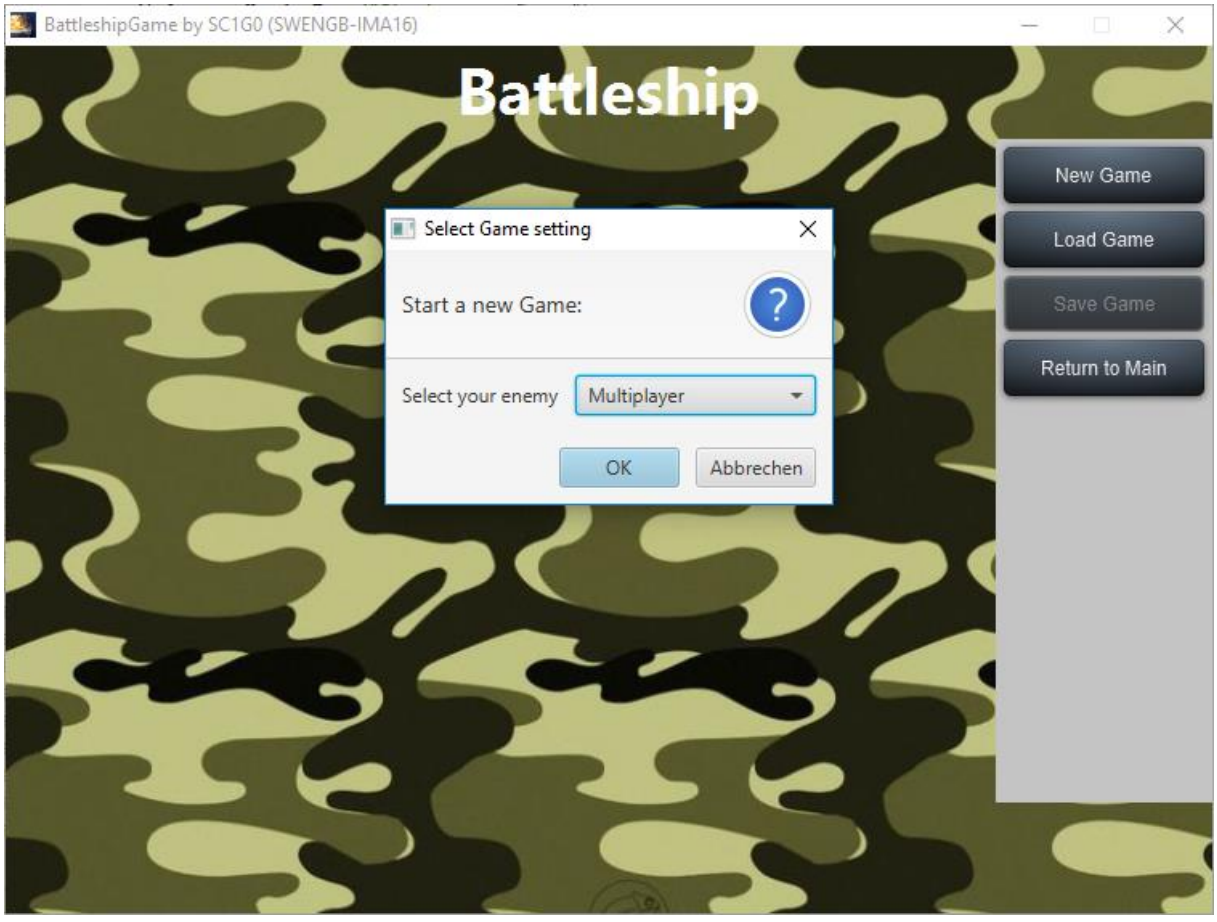
- Save Game: If you click on this button you can save your current game. Again a window appears which lets choose a path where to save your current game to and how to name the saved files. To finalize this process you have to select a path, a name and then click on "OK" or abort your decision and click on "Abbrechen".



- Return to Main: This button takes you back to the main menu.

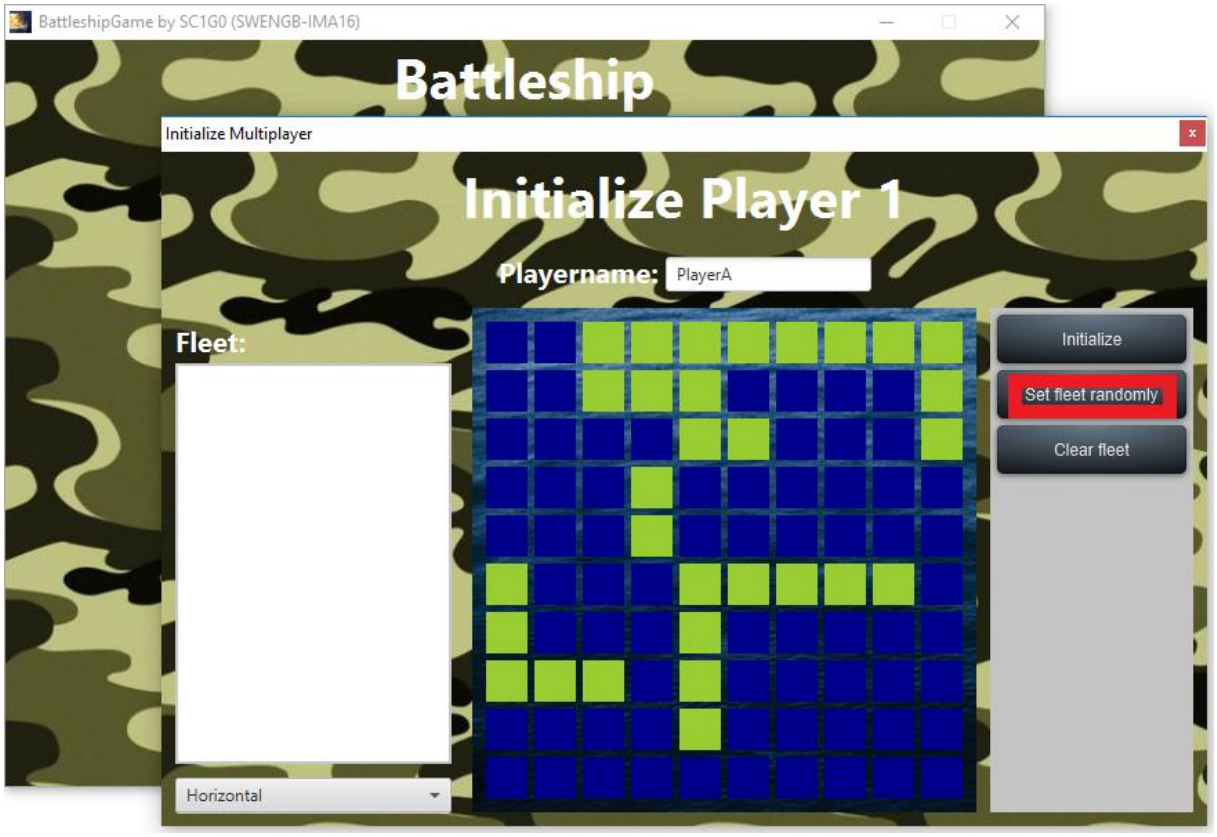
5.2 Start a new multi player Game

If you clicked on “New Game” in the Start-Game-Menu a dialogue appears which asks you if you want to select a singleplayer or multi player Game. You can start a new multi player game by selecting “Multiplayer” from the drop-down menu and click on “OK”.

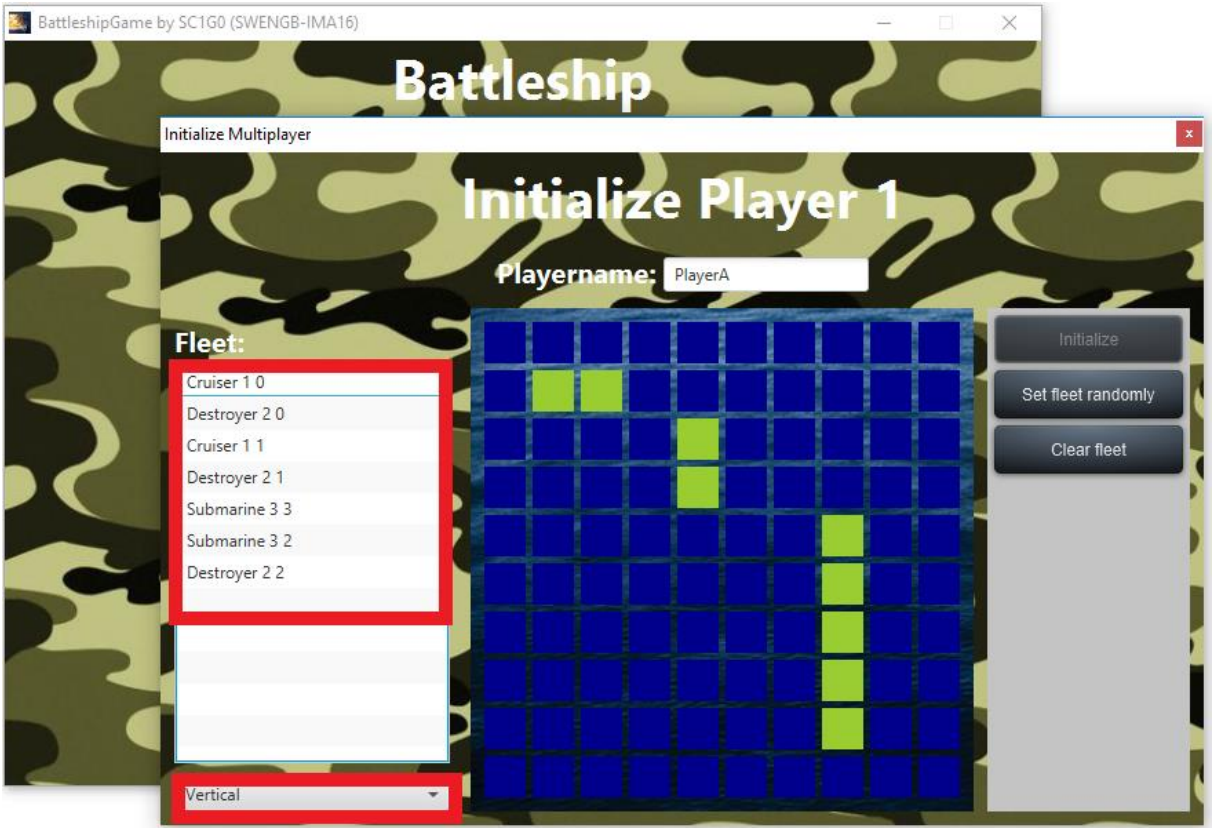


After you selected a multi player Game the initialization screen for Player A appears. In this initialization screen you have to enter a name for Player A then confirm it by pressing enter.

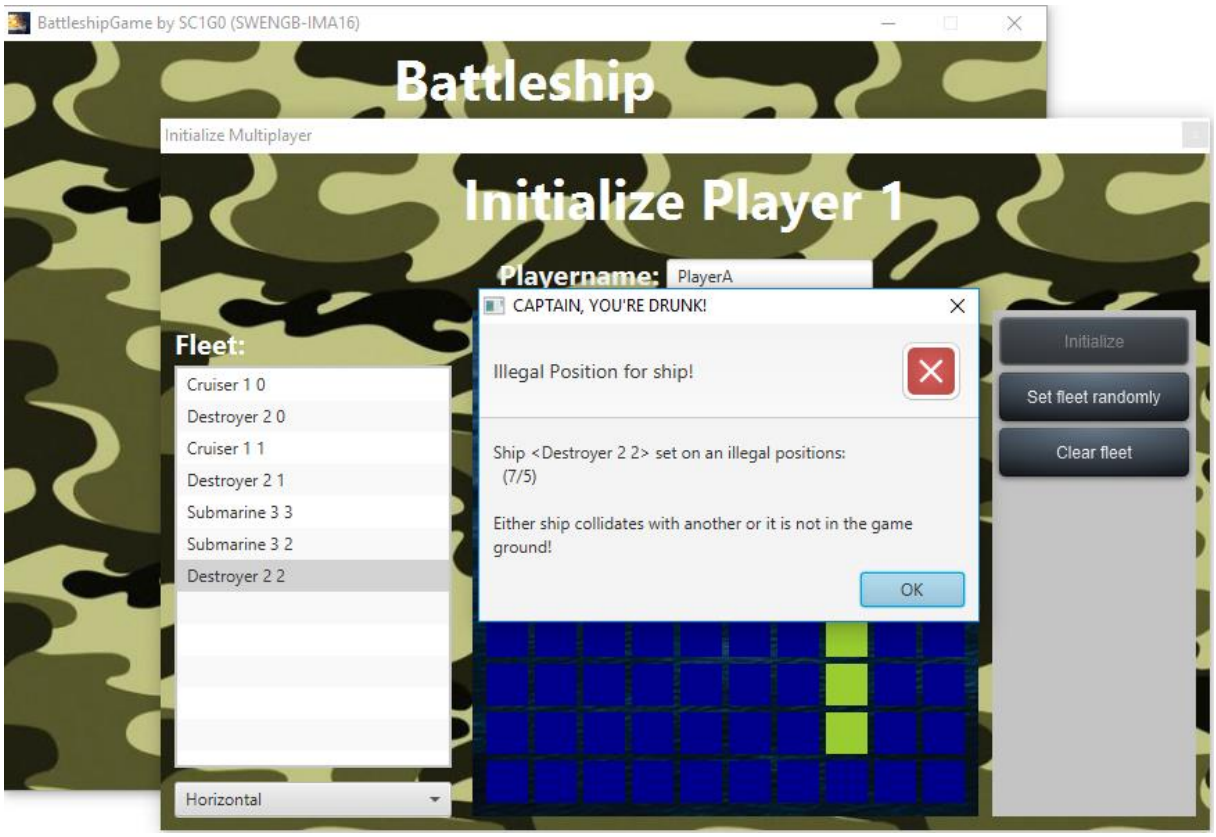
Next comes the placement of the ships. This can be done by clicking on the button “Set fleet randomly”



Alternatively, you could also place your ships manually on the battlefield. To do this you select a ship from the “Fleet” grid on the lefthandside on the screen and an orientation from the drop-down menu below the fleet-grid. Then just on the position of battlefield you want the ship to be placed.

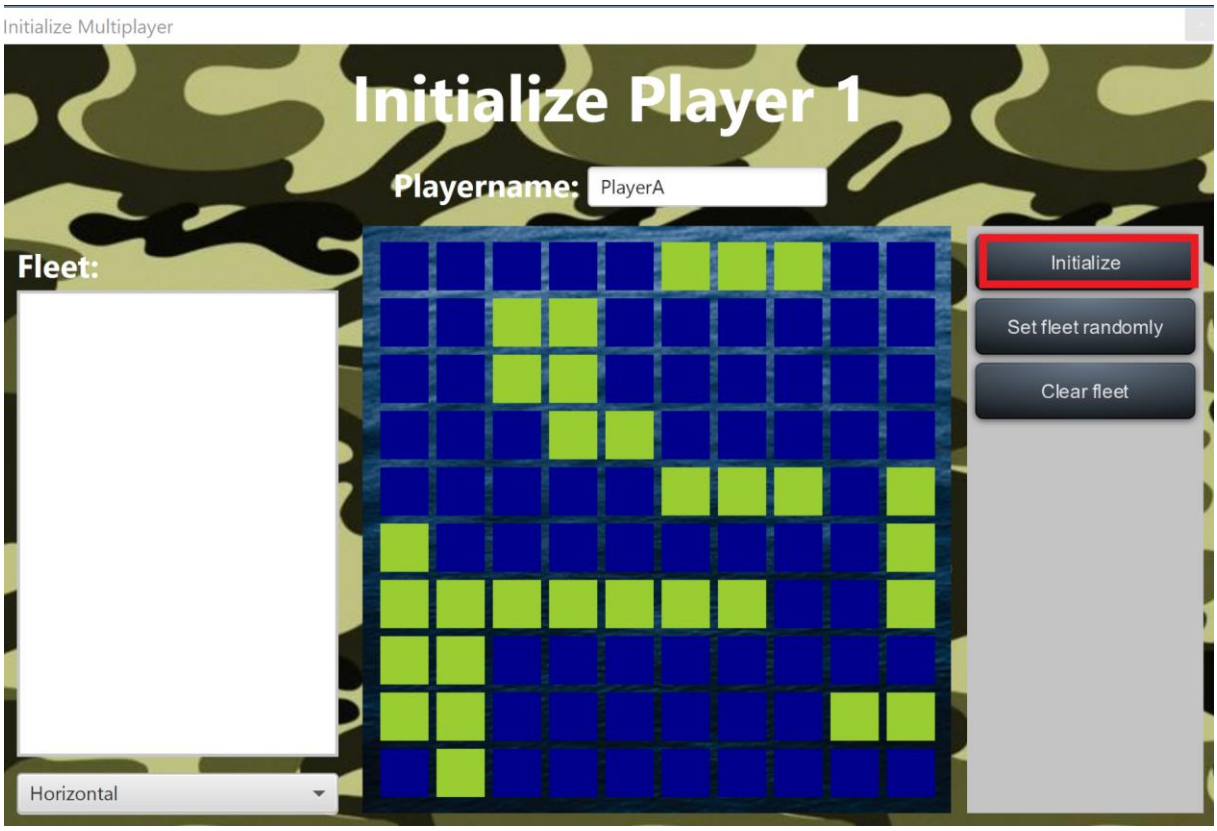


Keep in mind that the position you click on is the start position of the ship. If the ship does not fit onto battlefield because there are not enough positions for the ship to be placed in, an error-dialogue will be displayed which tells you that you chose an illegal position for your ship.



In order to further place your ships manually on the battlefield you have to click on “OK”. This will undo the illegal placement and you have to place it again on a legal position.

If you put all your ships correctly on the battlefield then the “Initialize” button will be enabled and PlayerB is good to do his/her initialization.



After PlayerB went through the same proccess and did the initilization, the multi player game starts.

5.3 Play a multi player Game

After both players finished the initialization, the play-game-screen appears.

In this screen the current player is displayed on the left-upper corner. Below you will find the log-screen of the game which tells you what has happened so far.

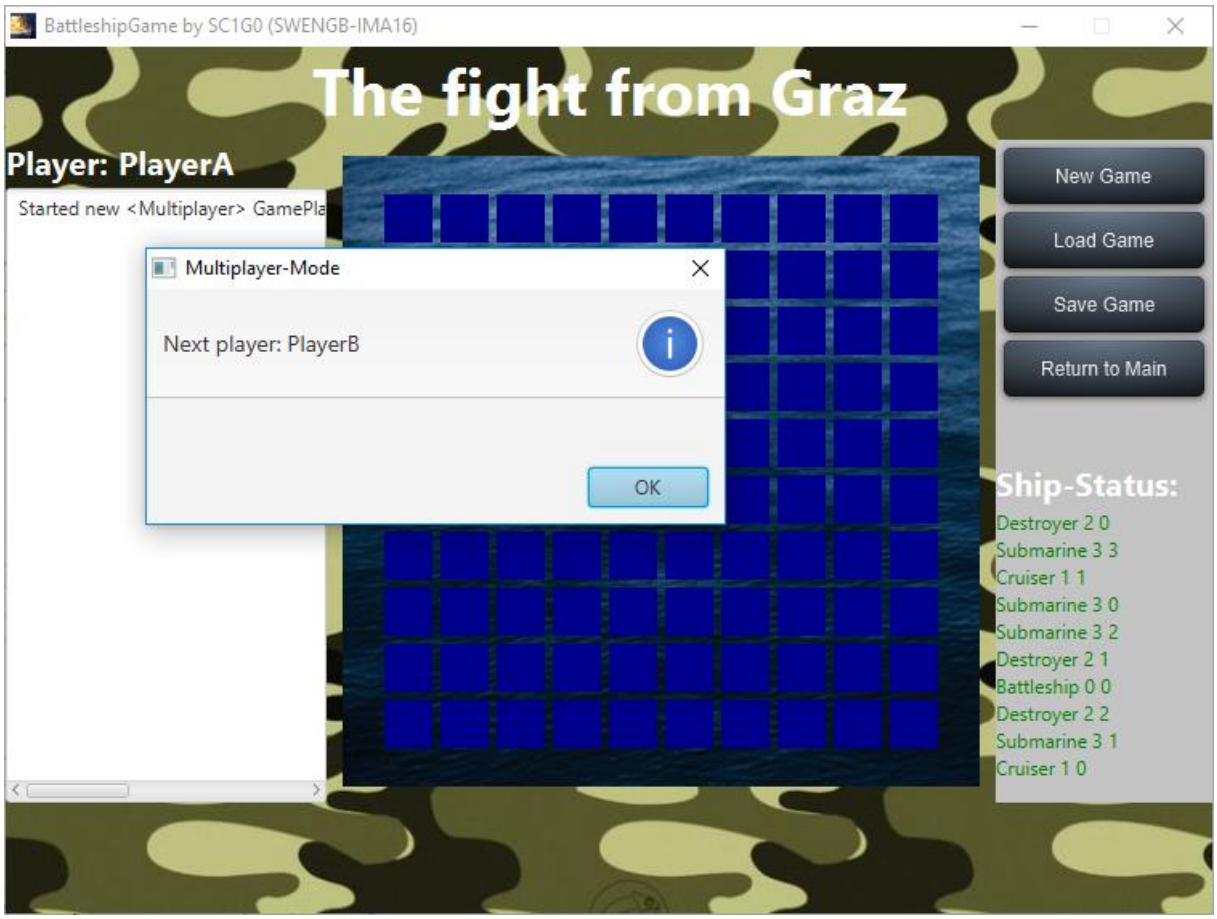
In the upper screen in the center you see the title of you game which is created randomly.

On the right handside in the lower half of the screen you can see the status of your ships.

And in the upper half you have 4 buttons.

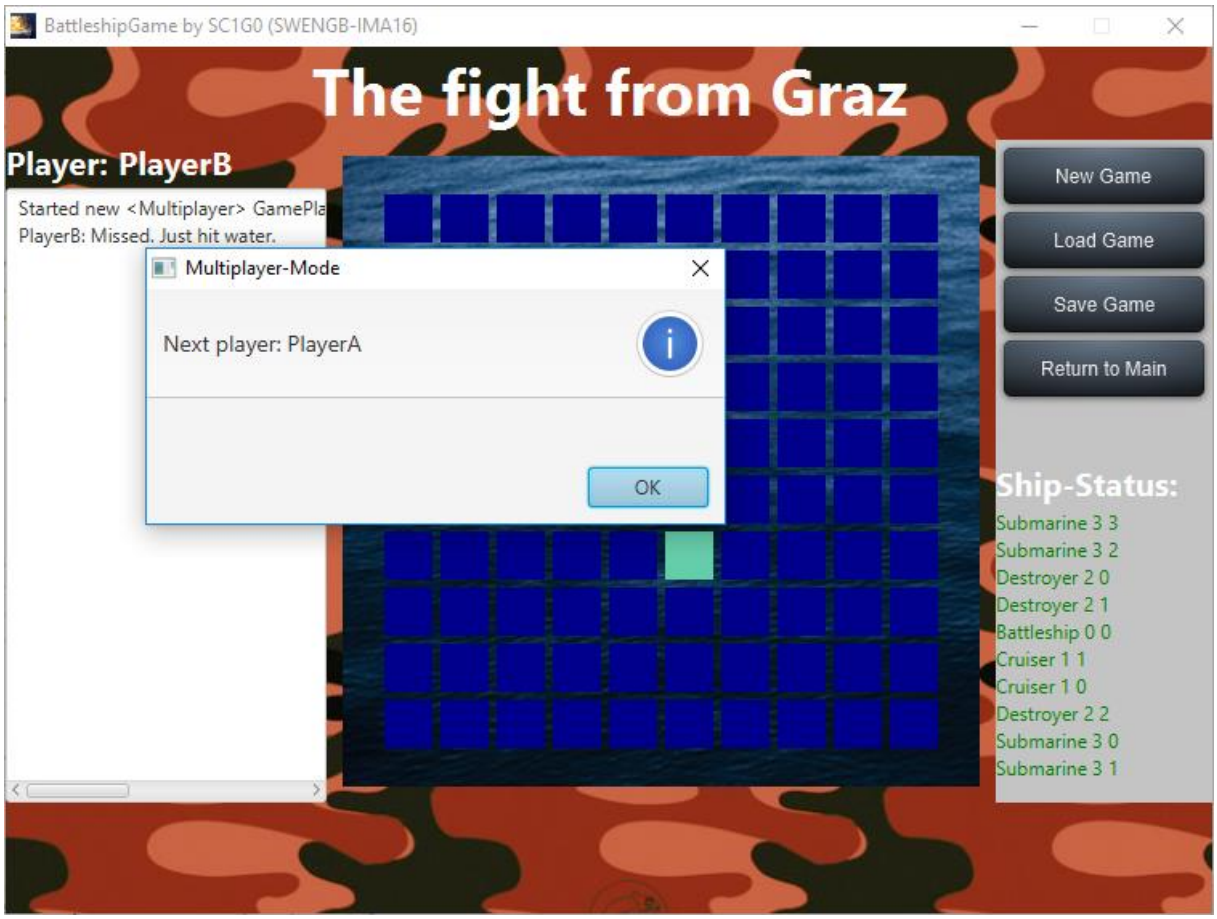
- New Game:
- Load Game:
- Save Game:
- Return to Main:

After you clicked on the position on the battlefield which will be hit a dialogue appears that tells you which Player will be next to shoot. You have click on “OK” so that the next Player can take his turn.



After that Player B has his/her turn. You can see in the screenshot below that both Players have unique colours for their battlefield. These are changed automatically when the other Player has his/her turn.

If PlayerB clicks a position on the battlefield he/she has done his/her shot and the dialogue appears again that tells you who is next.


BattleshipGame by SC1G0 (SWENGB-IMA16)
The fight from Graz
Player: PlayerB
Started new <Multiplayer> GamePla
PlayerB: Missed. Just hit water.
Multiplayer-Mode
Next player: PlayerA
OK
New Game
Load Game
Save Game
Return to Main
Ship-Status:
Submarine 3 3
Submarine 3 2
Destroyer 2 0
Destroyer 2 1
Battleship 0 0
Cruiser 1 1
Cruiser 1 0
Destroyer 2 2
Submarine 3 0
Submarine 3 1