



Battleships

Praktikum: Sichere Softwareentwicklung für Mikrocontroller (in vernetzten Energiesystemen)

KITCTF



Game



- 2 players
- microcontrollers communicate over LAN



Game States



Gameboard



Display





```
#[derive(Debug, Copy, Clone)]
pub struct ShootPacket {
    pub line: u8,
    pub column: u8,
}
```

```
#[derive(Debug, Copy, Clone)]
pub struct FeedbackPacket {
    pub hit: bool,
    pub sunk: u8,
    pub you_win: bool,
}
```

```
#[derive(Debug, Copy, Clone)]
pub struct WhoamiPacket {
    pub is_server: bool,
}
```

```
pub trait Serializable {
    fn serialize(&self) -> Vec<u8>;
    fn deserialize(input: &[u8]) -> Self;
    fn len() -> usize;
}
```



Demo

