Welcome to Battleship Game

Choose Ship Placement option

- You can load a file specifying the placement of ships.
- The example of correct format:

  8
  Carrier;3*2;3*3;3*4;3*5;3*6
  Battleship;5*6;6*6;7*6;8*6
  Submarine;5*2;6*2;7*2;
  Destroyer;1*7;1*8

- *Remarks:*
  - 8 //Board dimensions (8x8 in this case)
  - Ship names and sizes must be identical to example
  - Coordinates = row*column
  - Coordinates cannot overlap
  - Each line has to belong to one ship, each item has to be separated by a ";"

- In case you prefer a randomly generated ship placement, click "Random" button. You can also specify boat dimensions in the main selection screen. (If not specified the default is 8x8)

Choose Scoring System option

- You can choose to favor the first player by adding two points to his score at the end of the game.
  - *The fist player might be in a slight disadvantage at the beginning of the game.*

Choose Board Size option

- You can specify the size of the board – however, the minimal dimension of the board is 8x8.
- If no dimensions are specified the default is 8x8.

Game

- Once you click on "Start" button please enter the names on the players.
- Players take turns in clicking the tiles – the turn is indicated in the top of the playing board.
- When a ship is hit a player is rewarded points according to the following:
  - Carrier – *red* – 2pts
  - Battleship – *yellow* – 4pts
  - Submarine – *cyan* - 6pts
  - Destroyer – *magenta* – 8pts
- Once a ship is sunk (all tiles belonging to the ship have been found), the player who found the last tile gets double the usual score.

High Scores

- Displays 10 highest scores reached in the game (both winners & loosers are included)