Battleship   **USER GUIDE**

User Guide

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Version 1.1

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Battleship   USER GUIDE

Template:

Our User Guide was formed from a template provided by TechWhirl.com.

Logo/Image:

The title image used for educational purposes was taken from: http://worldartsme.com/images/battleship-clipart-1.jpg

Project Design and Origin:

Our project is designed for CS372 Software Construction.

Battleship   USER GUIDE
Document Revisions

Date	Version Number	Document Changes
03/07/2016	1.1	Initial Draft

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1. Introduction

1.1. Scope and Purpose

Battleship is a online two player battleship game designed to easily allow connection with players across the world to play a favorite pastime, battleship.

The purpose of this user guide is to help explain the unique features and differences in an online-play setting. For the purposes of this guide, the user is expected to have basic computer experiences such as opening browsers to a specific site given a URL and the ability to click objects and discern how GUI's operate.

1.2. Process Overview

Battleship seeks to make playing a game of battleship as easy and user-friendly as possible. The sections chosen to explain more throughly are the most important aspects of getting a game started or kept moving.

1. Connecting with another player

2. Placing ships

3. Hitting opponent ships
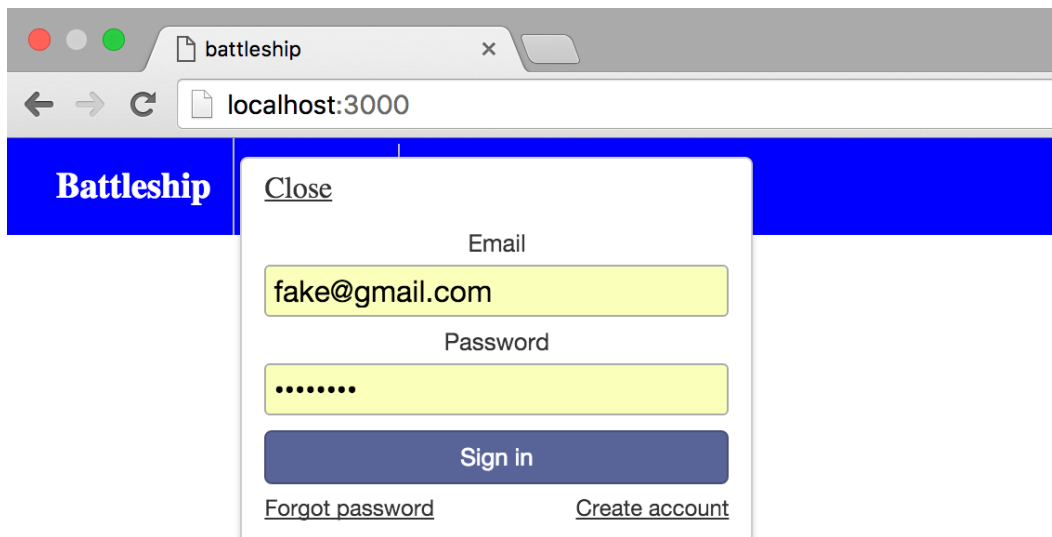
2. Connecting With Another Player

To begin, the battleship website should already be running within a browser. The user should see an almost empty screen with a blue toolbar at the top.

2.1. Signing In and Choosing a Partner

Signing in will require an email and password. The email will be viewed by other players online so they can select you. At this point a fake email can be provided, it acts solely as a username for other players to determine you are another player.

2.1.1. Signing In:

1. Click the Sign In arrow in the blue task-bar.
2. Enter an email address and a password.
3. Click either Create account or Sign in depending on whether you already have an account.

➡ **NOTE: Anyone online can view your email. Please choose accordingly.**

2.1.2. Connecting with another player:

1. When you sign in there should be a list consisting of available users online:
   a) Choose a player you wish to play against
   b) Click on the name, initiating a game
2. If the connection was successful, and the player agreed to your game, a prompt will appear telling you this was so. Two grids will appear and both players will then begin to place their ships.

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2.2. Connection Statuses

When a connection is queued one of the following prompts with an indicated value will appear.

Indicator	Definition
Connection Successful	Player _ has accepted your request. Let the games begin.
Connection Declined	The other player has declined your request or has already been entered into a game.
Connection Failed_1	The connection could not be made at this time.
Connection Failed_2	An error has occurred. We apologize for the inconvenience.
Connection Failed_3	The connection to the meteor server is not available. Please connect to the Internet and try again.

Figure 1-1: A list of prompts that can occur upon trying a connection.

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3. Placing Ships

At this point the user should be logged in and connected with another player online. Two grids should be displayed on screen and both should be empty.

3.1. Choosing your ships

On the left there is a box labeled "Select Ship". These are where the available ships are placed.

3.1.1. Placing your ships in the desired location

1. Click on a ship you have not placed yet.
2. Drag your mouse so it hovers over the leftmost grid.
3. Determine the orientation you desire
   a. Choose whether to have your ship vertical or horizontal by clicking the button "rotation" in the "Select Ship" box.
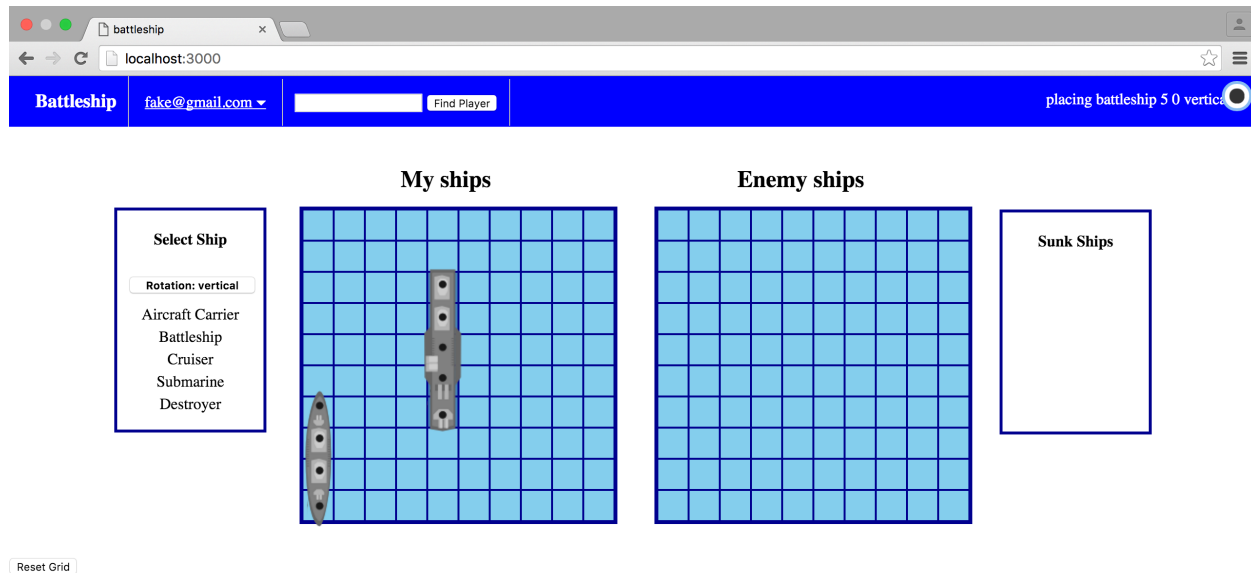
4. Move your mouse back over to the grid.
5. Click a cell and the ship head closest to the mouse will be placed there accordingly.
6. Click and place other ships until all five are on the grid.

➡ **NOTE: To replace a ship to a more desired location, choose it again and click on a different cell.**

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4. Hitting Opponent Ships

Finally! Onto the actual game! As per tradition the grid on the right represents your opponent's grid. Having selected all your ships, clicked begin, and started your turn, it is finally time to try to sink the ships of the other player to get you points!

4.1. Guessing a ship location and Firing

Unlike the other tasks, this one is relatively simple. It starts with choosing a spot you think your opponent placed a ship.

4.1.1. Firing a Shot

1. Click on a cell on the rightmost grid to fire a shot.
2. If your shot connected the grid square will turn red, otherwise it will be white.
3. Keeping guessing and firing until someone wins, Good luck!

NOTE: The game of battleship requires the notion of taking turns. How long it takes to get to your turn will depend on your opponent.

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5. Appendices

For more information, view our other project documents:

Requirements Document

Design Document

README

User Stories

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