

Battleship Requirements document

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This is to be a graphical, single computer, 2 human player game of Battleship, following the standard rules.

Menu – New game, quick start

New game – allow players to set their ship locations.

Quick Start – Ship locations will be randomized.

Setting ship locations – lets player 1 set locations, then displays a blank screen for player 2 to set ship locations. It needs to be such that player 1 and 2 can avoid letting their opponent see their ship setup.

The game state will be stored and updated move by move, with shots and their status – hit or miss, displayed on the screen for the players.

Gameplay:

- It shall be able to display each player's board, and moves will be selected by clicking on the desired grid square. It shall be clear which player's turn it is.
- When a ship has had all zones hit, a message will be displayed noting which ship has been sunk.
- When all ships have been sunk, a message will be displayed showing that a player has won, and give the option to start a new game.
- A transition screen will be placed between moves to enable players to swap the view.

Example Events:

- “You have sunk the XX” - battleship, carrier, destroyer, cruiser, submarine, etc...
- “You have won” - return to menu or option to play again.

Scope

An executable that will run on a modern windows platform with a GUI interface, not requiring administrator privileges to run. Negligible resource usage is expected – memory, storage, CPU, etc...