

## Battleship Design

By Jason Bright and Jesse Zhang

The Project uses Visual Studio 2015 with QT framework.

It will use classes and class methods

Class Tileboard holds the tiles for the grid. It will connect to a subclass Tile:

Class Tile will hold will hold information on it's contents(part of a ship), and whether it's been struck or not.

Class Ship has each ship keep track of where it is, and it's remaining health.

Each time a ship is sunk, it decrements the appropriate player's number of ships left by 1, with 0 indicating that that player's last ship has been sunk and the player has lost the game. (\_player1Shipsleft, \_player2ShipsLeft)

Files(.cpp and .h):

game: Class game and associated functions. Handles main game logic, the switching between players.

tileboard: Handles board functions, storing and using the game field.

tile: Functions dealing with individual tiles on the field.

ship: ship functions – class tracks ship health, ship location, name, and damage.

attackboard: Allows a player to call a shot, and calculates it's results

attackbutton: Handles mouse work for the attack board

menubutton: used at program start to present options

BshipQT: main window