CPSC 233 – Team 8

Project: Battleship Game

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Category: Board Game

The game that we are planning on making is based on a famous guessing game that was published by various companies as a pad-and-pencil game in the 1930s.  The computer will randomly place 2 ships on a 10 by 10 grid. The locations of the ships are unknown for the player and the AI player. Player and the AI player make their guess by turn and try to "shots" at the ships, the objective of the game is to destroy all the ships.

User loads into the game, which displays 10\*10 buttons on the game board. There are two ships which are randomly located on the game board by the computer. The player and AI player randomly press the buttons on the game board by turns, and user will press first at the beginning of this game. If user or AI presses the right buttons which the ships locate on them, the buttons will show an “X”, this means user or AI has already hit the ship for once. If user or AI presses the wrong buttons which there are not ships that locate on them, then the buttons will show an “O”, this means user or AI has not hit the ship. When all ships have been already damaged, the game will be closed automatically. Additionally, the board has numbered borders, and there is a “Ship updated” label which will show the ships and the health it has left. If the user has damaged more ships than AI, then user will win, otherwise AI will win.