Summary of Project

* Summary
* How project incorporated object oriented concepts and data structures
* Highlights use of other elements such as files and GUIS and error checking

Our project codes for a one player Battleship game. The player chooses the locations for their three ships (of lengths 2, 3, and 4) and places them on an 8x8 grid. The computer randomly places its own ships ensuring that they all fit on the grid. The game alternates taking turns between the human player and the computer and when a battleship is sunk it prints "You Sunk my Battleship!" The game is over when all three of one player’s ships are sunk. The computer uses the Math.rand function to place its ships and to guess a place to attack.

We incorporated object oriented concepts such as inheritance and aggregation which are demonstrated through the UML diagram (attached where XXXX).

We used 2-dimensional arrays as a data structure to XXXX.

Sample Code

* Include sample code with brief explanations of what code does
* Include UML diagram

Unique Features/Elements

* i.e. how the system plays the game

Distribution of Work

* Who did what
* Sam:
* Jeremy:
* Hanser:
* Maha:
* Will:

Appendix

* Sample outputs