

Contents

1 Pseudocode

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- Player
 - Properties
 - * turn
 - Boolean
 - tells if it is this Player's turn or not
 - probably have to use the main loop to check
 - * fleet
 - object
 - each Player has their own Fleet
 - used to check if Player has lost
 - * gameBoard
 - object
 - the Player's Gameboard on which the Fleet would be placed
 - Functions
- Fleet
 - Properties
 - * sunk
 - boolean
 - have all the Ships sunk
 - * ships
 - array
 - all the Ship object's of the Player
 - Functions
 - * createFleet(Player)
 - returns a Fleet object of 5 ships, which would be passed to the Gameboard

- the coordinates of the Ships would be null until given coordinates
- Ship
 - Properties
 - * length
 - used when placed Ship
 - * sunk
 - boolean
 - updates to true if all the squaresOfShip are hit
 - * squaresOfShip
 - array
 - all the Squares that the Ship is on
 - used to check if Ship has been hit and if sunk
 - Functions
 - * *markSquareHit(square)*
 - marks the Square as hit
 - * isShipSunk()
 - boolean
 - if all the Squares in the squaresofShip have been hit
- Gameboard
 - Properties
 - * squares
 - array
 - all the Square object on the Gameboard are placed here
 - * *notShipAttack*
 - array
 - squares hit that are didn't have a ship
 - we already would know if ths square is part of a ship and if it is hit
 - Functions
 - * receiveAttack(Square)
 - sets the Square hit to true
 - * passTurn()

- pass turn to next player
- * *randomShipCoordinates()*
 - returns all the legal coordinates for Ships
 - // instead though, just if Square isShipSquare, don't allow
 - and we would just make the Ships not be vertical when creating so we don't have to make a function to block illegal moves
- Square
 - Properties
 - * coordinate
 - object
 - a coordinate object
 - * isShipSquare
 - boolean
 - is this part of a ship
 - * hit
 - boolean
 - changes when square hit
 - Functions
 - *updateSquareShip()*
 - * if a ship body is put here, the property is changed
 - * we clear the squareOfShip and put in these new Squares along with their coordinates
- Coordinate
 - Properties
 - * x: the letter
 - * y: the number