User Manual
Battleship Game

Individual Project 511 Creating Interactive Objects Kalina Ivanova Ivanova 200327086

THIS IS HOW TO INTERACT WITH THE GAME:

When you first run the code, the lights will generate a fun pattern! During that time the computer will choose a spot to place the ship. The ship is 3 spaces large. Once the lights turn off, follow the steps to play the game!

Steps:

1. Press the outer button to scroll through all the LEDs. As you do that, the corresponding LED will turn on.

2. Once you have chosen the space, where you think a ship is, press the inner button to select it.

3. If the space you have selected is correct, the green LED at the top will turn on for a few seconds and the Servo will turn halfway and then go back to its original position.

4. In the case that your guess is incorrect, the top red LED will turn on and the Servo will turn, go back to its original position, and then repeat the movement a second time.

5. Once the corresponding light turns off, you can give your next guess.

6. If you find the ship, all lights will turn on and off repeatedly and the Servo will turn. Congratulations! You did it! You won!