

Finalized Features:

1. "L Shaped Ships" - L shape ship made of three grid spaces
2. "+ Shaped Missile" - Attacks the coordinates above, below, left, right of the coordinate entered and has one time recovery time
3. "3x3 Radar Missile" where the user enters coordinates and it will scan the 8 blocks around it for the presence of a ship (Yes/No) but will not tell you where.
4. "Tower Shape Ship" - Covers a 1x1 grid space, but it must be hit 3 times to sink

Coding Standard

1. Naming Convention

- Follow the standard Java naming conventions
 - Classes and Interfaces: use whole words, nouns, and the first letter of each word should be capitalized
 - Methods: verbs and camel case
 - Variables: intent of use should be clear, camel case (global variables should have the first letter of each word capitalized, constant variables are in all caps)

2. Comments

- Include a block comment right above each method that has a brief description of its purpose and function, its parameters, and what it returns
- One block comment at the top of each class explaining that class
- Comments at the end of a line of code if it is not very intuitive

3. Indentation

- There should be a space after commas, and a space before and after arithmetic and boolean operations
- Nested blocks of code such as for loops should be properly indented and spaced
- Proper indentation at the beginning and end of each block in the program

Team contract for Team ApplePair

We agree that we will participate actively in this class project.

- We agree to consistently meet on Tuesdays, Wednesdays, and Fridays at 9:20 am - 10:20 am(time and day(s)) each week for the duration of the final project. [minimum 2 hours a week].
- We agree that we will do actual pair-programming and that we will switch partners regularly during those meeting times.
- We agree that we will respond to e-mail/calls/ etc from our team members and the staff within 4 hours.
- We agree that we will post our progress frequently on our GitHub wiki.
- We agree that we will seek help from the staff and not wait until the last minute before the assignment is due.
- We agree that we will follow the coding conventions defined above.

Digital Signatures: Kevina Wong, Yubin Go, Vienna Wong, Yvonne Liu

Player

- enters the coordinates to set up a ship
- keeps track of the number of ships left & total
- keeps track of number of times a weapon has been used
- keeps track of and displays player knowledge (current map)

- Ship

Game

- keeps track of and displays the winner
- determines which player's turn it is
- creates an object of each class to interact with each other
- begin and end the game
- asks for inputs from the players
- displays information to the players (like hit or miss)

- Player
- Ship
- Gameboard
- Menu
- Missile

Ship

- keeps track of the shape of the ship
- sets the coordinates of a ship
- saves the coordinates of a ship
- keeps track of the status of a ship (sunken or unsunken)

- Gameboard

Gameboard

- creates a grid with coordinates
- keeps track of which coordinates have been accessed

- Ship

Missile

- keeps track of missile types
- performs missile functions

- Gameboard
- Ship

Menu

- Holds choices of action for the players
- Displays these choices

- Player