

Annelise Kezdy and Owen Greybill

Dr. Mutchler

CSSE120-01

11/3/20

### First Draft Final Project Proposal

Our proposed game is going to be our own version of the classic game “Battleship.” Many aspects of our game will be similar to the classic version, but we hope to have computer-to-computer gameplay incorporated as part of our project to make it more interesting and interactive. We expect to have a background image, over which we will create and draw a grid system. We will allow the user to place their own ships on the grid and the ships will be stationary for the rest of the game. We also hope to have a feature for the computer to randomly place the user’s ships, should they desire to do that. Currently, we are considering a split-screen setup where half of the screen shows the user’s ships and grid system and the other half of the screen shows a blank grid system for the other player (not showing their ships) that simply marks which grid spots the player has tried. Hits on the other player’s ships will be distinguished from misses using different colors or something similar on the blank grid system for the other player. The grid system itself will be a class. The ships will be their own class, and the bombs will be a class. There will also be a circle class for indicating hits. There will be separate classes for each player’s screens, and there may be more screen, ship, or bomb classes as we code for dual-computer playing. There will also be a class for the computer’s actions should the player decide to simply play against the computer. We plan to have background music and sound effects for when a bomb hits and when a bomb misses. We also hope to have different levels of difficulty and/or different themes for gameplay once our game is working to an adequate level.



	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4			X							
5						X	X			
6		X						X		X
7				X						X
8	X	X						X		
9										
10										

