# Installation & User Guide

Battleship game

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This user guide mainly focuses on the tutorial on how to start and play the Battleship game against a computer player.
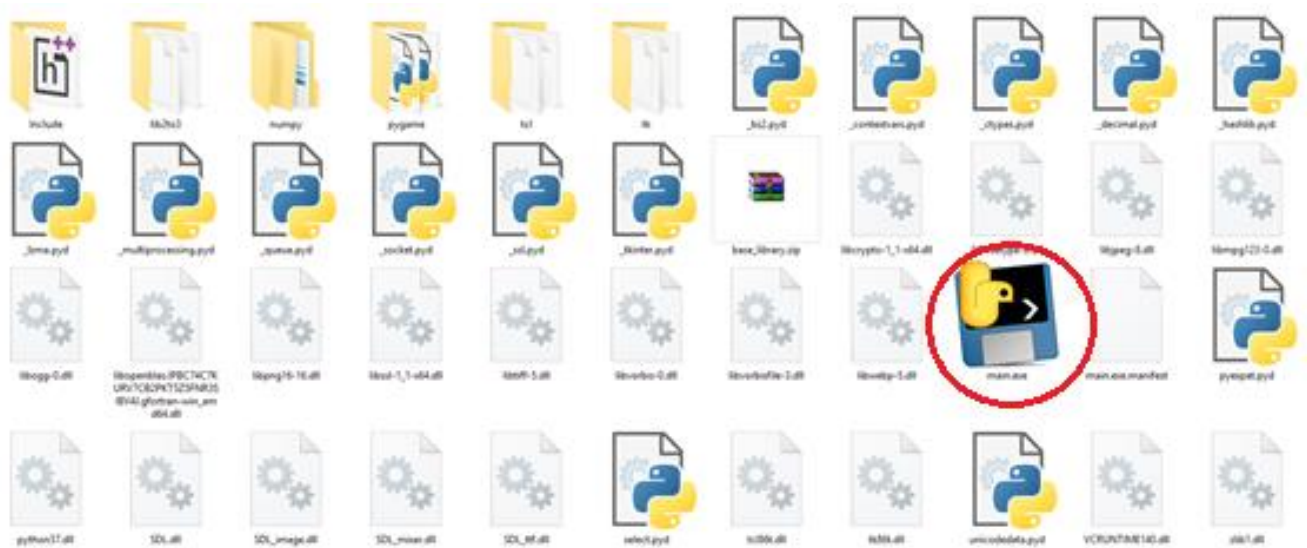
1. Installing the game

- Your installation will only contain 1 single setuo file which is named "Battleship Installer.exe".
- To start the installation, double-click on the file, and then a pop-up will appear.
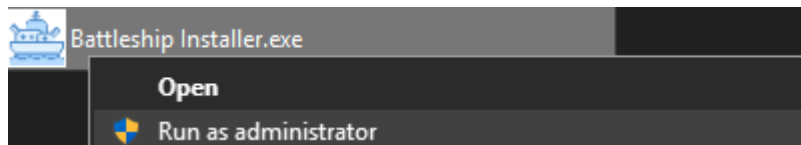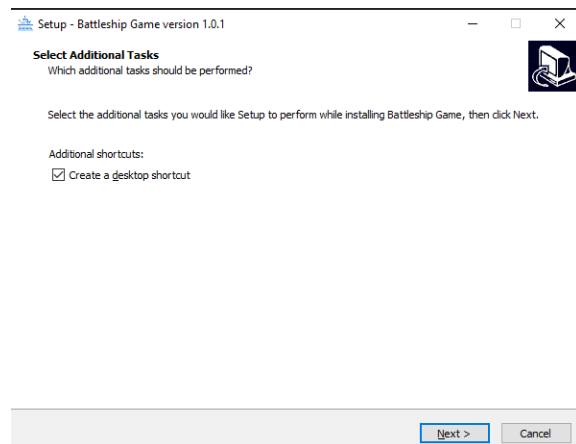
- If the installation does not start, try providing the file with admin privileges by right-clicking on the Battleship.exe file and choosing the "Run as Administrator" option

- Specify your installation folder through "Browse" and then hit "Install".
- After the installation is complete, the installer will exit by default, and you can navigate to the chosen folder to start playing.

2. Playing the game

1. Starting the game

- The folder containing the game consists the "main.exe" file, which is the main standalone executable to be run.
- There is no need for further installing or decompressing any file.
- To run the game, simply double click on the "main.exe"
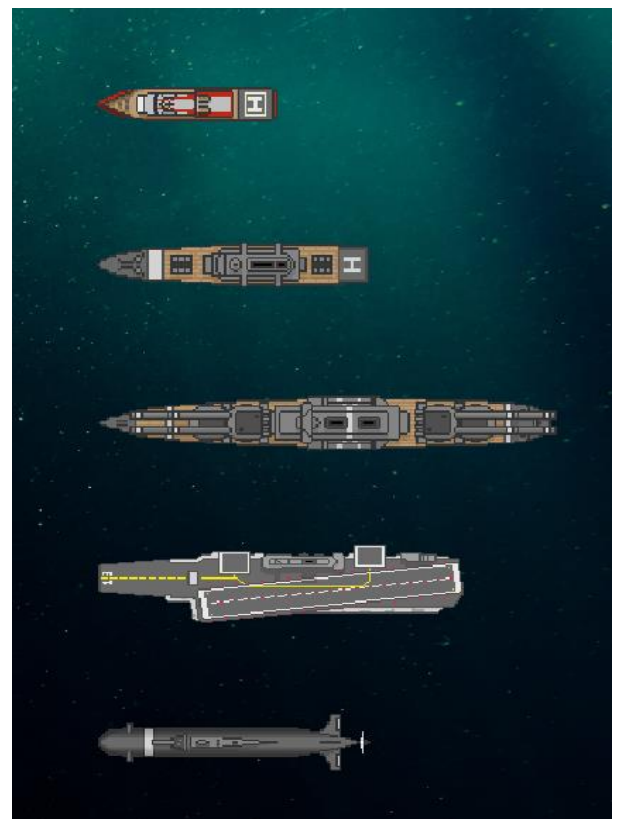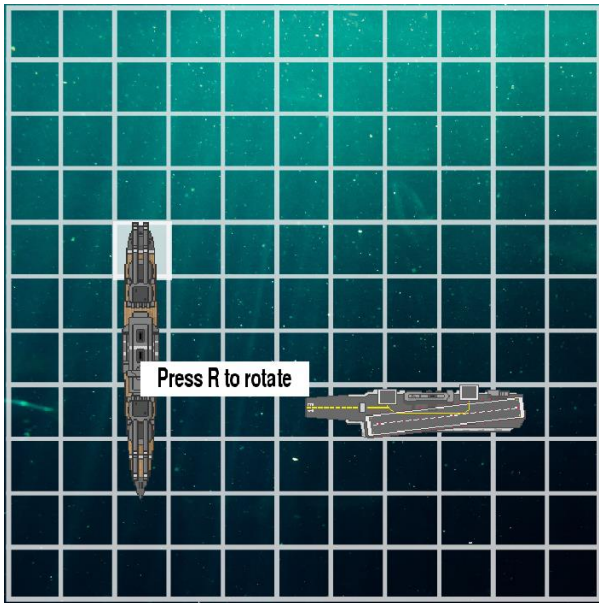
2. Playing the game

The interface of the game is simple. To start playing, simply click on "START".

The first state of the game is to place the fleet, which contains 5 ships with different length and this length is also used as their health:
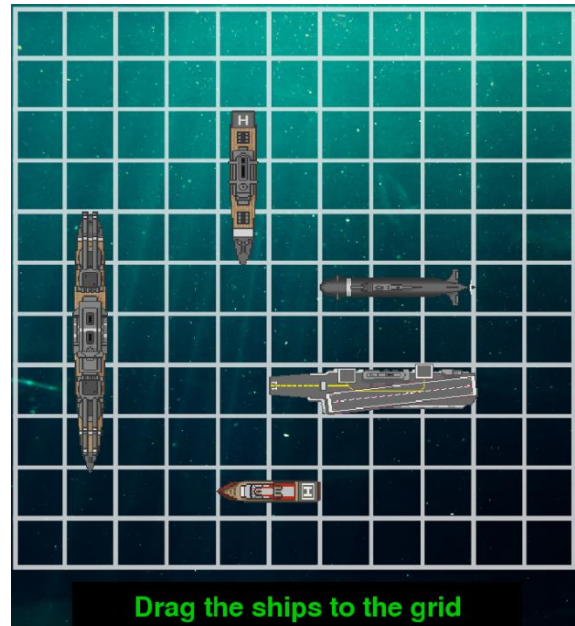
- Aircraft Carrier: 4 HP
- Battleship: 5 HP
- Submarine: 3 HP
- Destroyer: 3 HP
- Patrol Boat: 2 HP

- Click and drag the desired ship onto the 10x10 grid. Press the "R" key to change the orientation. (figure 4)

Drag the ships to the grid

- After the fleet has been placed, press the verify button (indicated by a tick) to verify the placement and go to the next state.

- If the placement requirement is not validated (overlapped, out of bound, etc.) a notification will be shown, and the ship will be automatically snapped back to a nearby valid position.

Drag the ships to the grid
Invalid placement. Try again

- To reset the entire fleet to the unplaced state, press the back button (indicated by a backward arrow). Remember to press the tick button after the placement has been completed.

- After the placing state has been completed, we can start playing. Looking at the interface you can see the score board, the type of bullet and the playing grid itself.
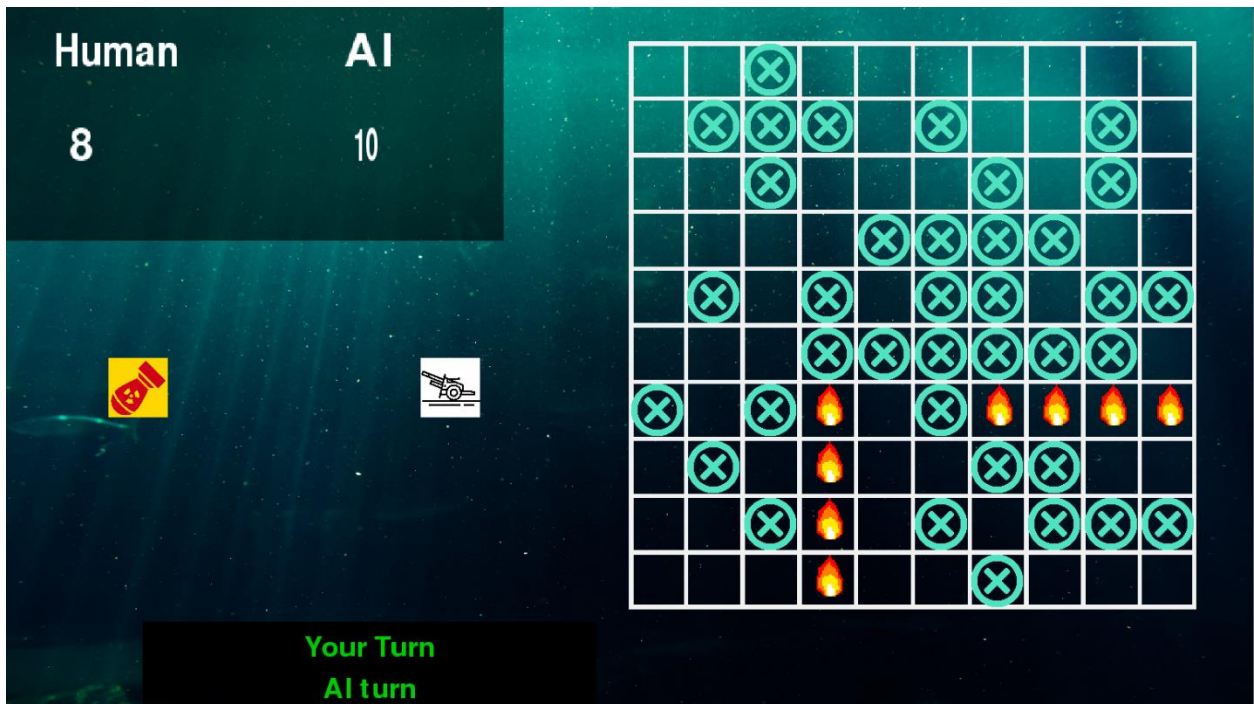
- You start by choosing your type of bullet, which by default will shoot at 1 tile, and is denoted by the cannon image. The special bullet is denoted by the bomb icon and can destroy 5 tiles similar to a cross. The maximum number of special bullets can be fired in a match is limited to 3.

- The player will always go first by default, and the AI will fire in a random fashion until contact, which will trigger its target mode. A hit will be displayed with the image of a fire, and a miss will be the image of a circle with an X.

In the case that you lose the game, you can press restart to play again.

The same can be said when you are victorious.

Thank you for playing and hope you enjoy our game :D