



# Manual

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Naval Warfare

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# 1 How to start Naval Warfare

## 1.1 Splash Screen

You start Naval Warfare by just clicking on the icon of the game (see Figure 1). After a few seconds, it will start the game. When you start Naval Warfare, at first you will be greeted with a 'Splash Screen'. After a click, you are good to go and will play the coolest game ever.

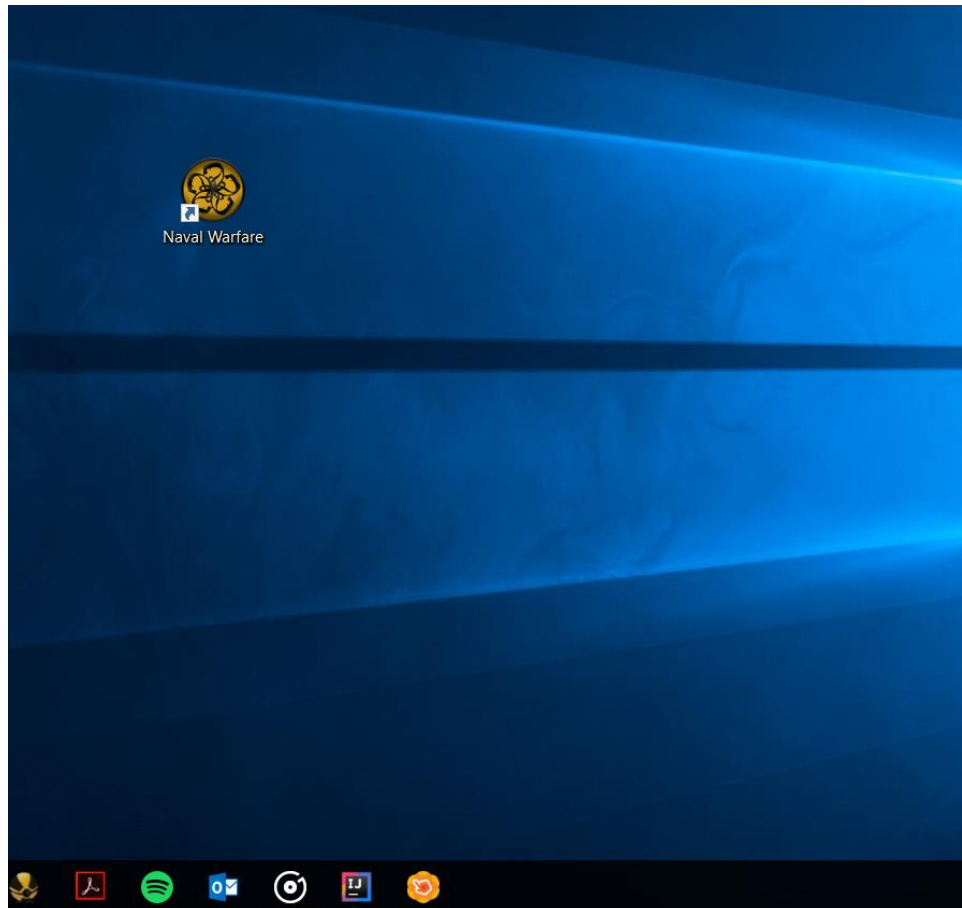


Figure 1: Icon of Naval Warfare

## 1.2 Welcome Screen

The 'Welcome Screen' provides the players with a total of four options in the form of the four buttons that are displayed in Figure 2. You can either view the Credits (see 'Get more information about the creators of Naval Warfare'), have a look at the Scoreboard (see 'High Score Screen'), reload a game (see 'Reload a Game') or you can start a new game ('Start New Game').



Figure 2: Welcome Screen

## 2 How to play Naval Warfare

By clicking on the 'Start New Game' Button on the 'Welcome Screen', a new game will be started. Before you can play the game ('Game Screen'), you have to choose your name and ships ('New Game Screen') and also place your ships ('Edit Screen').

### 2.1 New Game Screen

The first screen that appears when you click 'Start New Game' on the 'Welcome Screen' is the 'New Game Screen' (see Figure 3). There you have to state the names of the two players as well as the amount of ships you want to place on the battlefield.



Figure 3: New Game Screen

#### 2.1.1 Names of the players (Player 1 and Player 2)

The players have to each enter a name in order to differentiate between them. While they cannot choose the same name, they are restricted to eight characters each (see Figure 3).

#### 2.1.2 Ships (Battleship, Cruiser, Submarine)

With these three fields, you choose the amount of ships you want to place on the battlefield. The maximum amount of ships is 7, you can choose yourself (you and your partner, of course) how you want to distribute that amount between the three ship options. None of the fields can stay empty, but to enter a zero is okay. If you are finished with choosing the ship you have to click on the Confirm Button in order to get to the next screen ('Edit Screen') (see Figure 3).

#### 2.1.3 Length (number of fields on the battlefield) of the different ships

**Battleships:** 5 fields

**Cruisers:** 3 fields

**Submarines:** 2 fields

#### 2.2 Edit Screen

The purpose of the 'Edit Screen' is that every player can place their ships on the battlefield, as you can see in Figure 4. First it is Player 1's turn and, after clicking the Confirm Button, it is Player 2's turn.

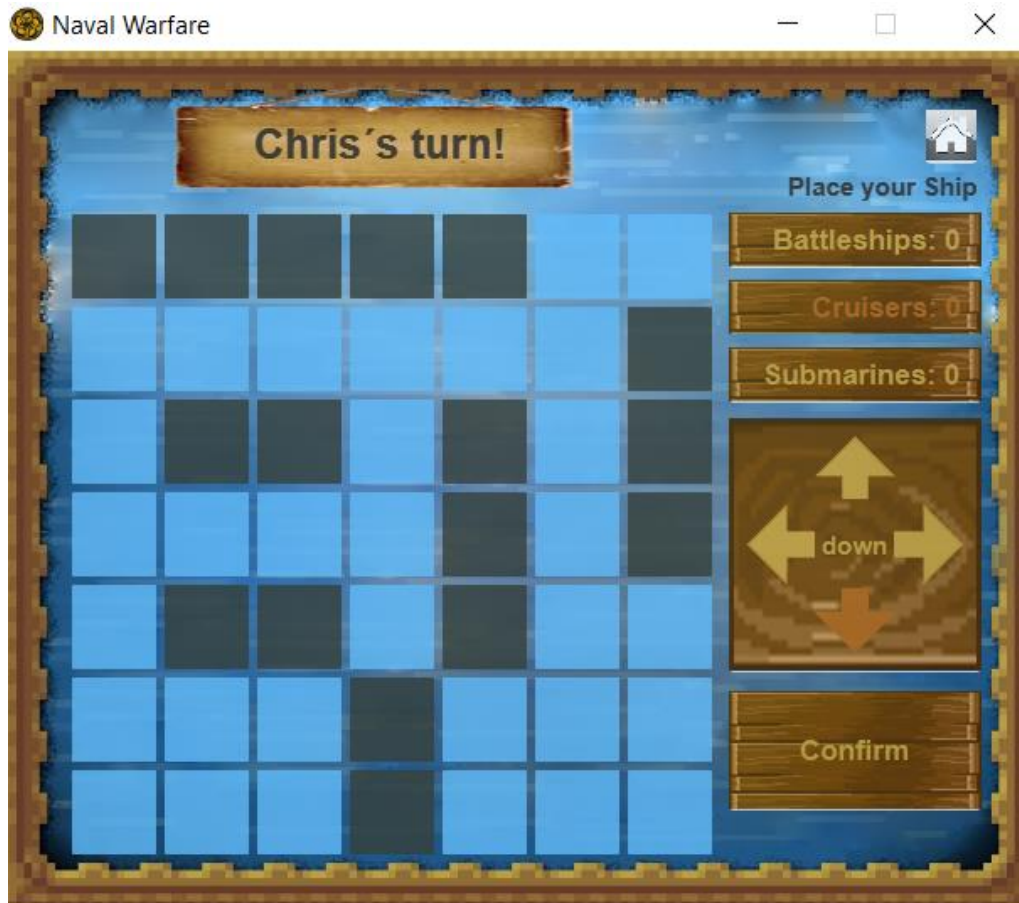


Figure 4: Edit Screen

### 2.2.1 Placing the ships

On the right side of the screen there are the three buttons for 'Battleships', 'Cruisers' and 'Submarines', as shown in Figure 4. When you click on one of those buttons, you are able to place that particular ship on the battlefield (if you chose it on the 'New Game Screen' before). If you chose more than one ship from a ship category, you will be able to place more than one ship of that category on the battlefield.

To place the ship, move the mouse over the battlefield in the middle of the screen. If it fits on the battlefield, you only have to click on it and place the ship. To change directions of the ship you can use the d-pad on the right side of the 'Edit Screen', as shown in Figure 4. By clicking on it you can change the direction of the ships in a clockwise direction. After Player 1 has placed all the ships, which appear in a grey colour after they have been placed, the confirm button must be pressed and Player 2 has to do the ship placement. After both players have placed their ship, clicking the 'Confirm' button will start the game ('Game Screen').

### 2.3 Game Screen

The game is started right after the placement of the ships.





Figure 5: Game Screen

### 2.3.1 How to play

Everything a player has to do is, click on the fields on the battlefield. If you hit a part of the ship that field will turn a red colour. If you hit the water, it will turn grey. Usually, you can only click on the battlefield once; but if you hit a ship you are able to click again, so long as you do not hit water.

The game is played alternating, that means first its Player 1's turn, then it's Player 2's turn and so on. Who starts is decided randomly and the changeover between the two players happens automatically.

### 2.3.2 Statistics Box

On the right side of the 'Game Screen' you can find the Statistics Box, as shown in Figure 5. This box shows the ships that are placed on the battlefield, more precisely the amount of every ship on the battlefield. If you sink a ship you can see that in the Statistics Box, showing you how many ships of a specific type are left on the battlefield.

### 2.3.3 Save Game Button

To save a game at any point you can hit the Save Game Button on the right upper side of the 'Game Screen' (see Figure 5). If you want to pause the game and come back later to it, just hit the Load Button (see Reload a Game).

## 2.4 Finish Screen

When one of the two players has won the game, the 'Finish Screen' will appear and state the winner of the game. In the right upper corner of the 'Finish Screen' there is a Main Menu Button which will bring you right back to the 'Welcome Screen'.

## 3 High Score Screen

The 'High Score Screen' is only accessible through the welcome screen and displays all the games that have been played so far. The table states the date of the game, the winner, the name of the game (which is generated automatically) as well as the number of moves needed by the winner to win the game. By clicking on the Main Menu Button in the right upper corner, you can get back to the 'Welcome Screen'. With the Reset Button (in form of a trash can) you are able to delete the High Scores.

## 4 Reload a Game

On the 'Welcome Screen', you have the option to reload a game. By clicking on that particular button, the last game you saved will be loaded again, and you can continue playing it.

## 5 Requirements for playing Naval Warfare

Naval Warfare is a multi-player game for two players. To play the game only one computer or laptop is required. This computer or laptop should have Microsoft Windows or Apple macOS installed, both operating systems are supported. Further, a mouse and a keyboard are needed for the game.

## 6 Get more information about the creators of Naval Warfare

If you want to find out more about the creators of the game, you can press the Credits Button on the 'Welcome Screen' (Credits Screen).

## 7 Resources

The following resources were used for the design of Naval Warfare:

<https://i.ytimg.com/vi/-g0EZm-RmF4/maxresdefault.jpg><https://www.youtube.com/watch?v=15L4zsZ6yfU>  
<https://www.youtube.com/watch?v=hLLCLEPQgxM>  
<https://www.youtube.com/watch?v=1ukg4E75HBU>  
<https://www.soundbible.com/2100-Splash-Rock-In-Lake.html>