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# BATTLESHIP

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Manual



# Table of Contents

Rules	2
Functionality	3
A good Cause	7

## Rules

For this project, we concentrated on making a well functional battleship game and here are the basic rules of the game.

Battleship is a game for two players who try to guess the location of the ships each player hides on his side of the battlefield that cannot be seen by his opponent. Players take turns clicking a row and column on the other player's grid in an attempt to name a square that contains an opponent's ship.

At the start of the game, each player receives a board where he can place five ships horizontal or vertical but not diagonal. The opponent gets the same grid pane where he can place his own ships. The goal of the game is to sink all of the opponent's ships by correctly guessing their location.

Each ship must be placed across grid spaces, and they cannot hang off the grid. Ships can touch each other, but they cannot be on the same space. You cannot change the position of the ships after the game begins.

Players take turns firing shots (by clicking the squares) to attack enemy ships.

On your turn, click a square on your target grid. The program checks that space on the opponent's ocean grid and responds, "Just hit the water" if there is no ship there or "hit a vessel" if you guessed a space that contained a ship.

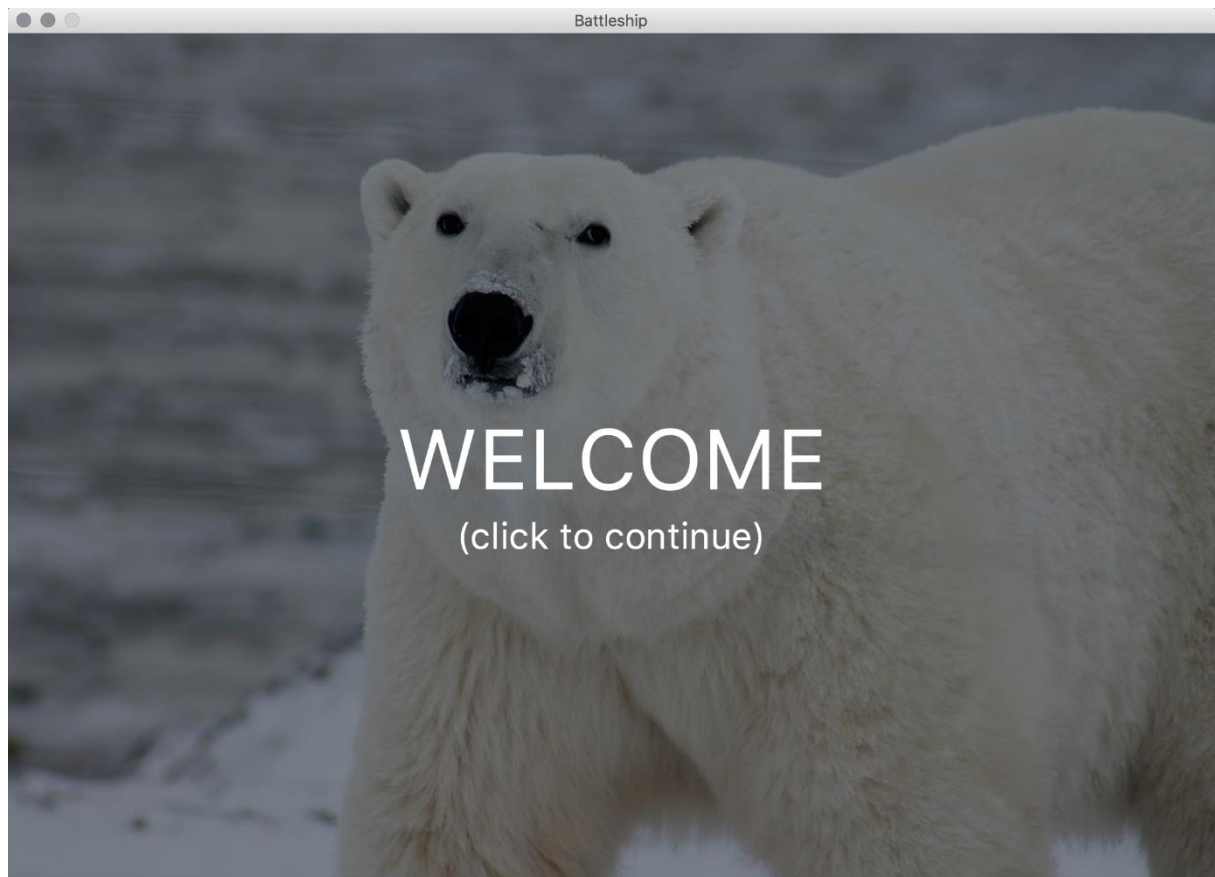
The program marks each of your shots on your target grid different colours for your hits and misses.

When one of your ships gets hit the colour the that square will change. The ships have different sizes and have different numbers of squares (length). When every square of one of your ships is hit the ship will "sink" -> it is destroyed and the program calls that out to your opponent.

The first player to sink all opposing ships wins the game.

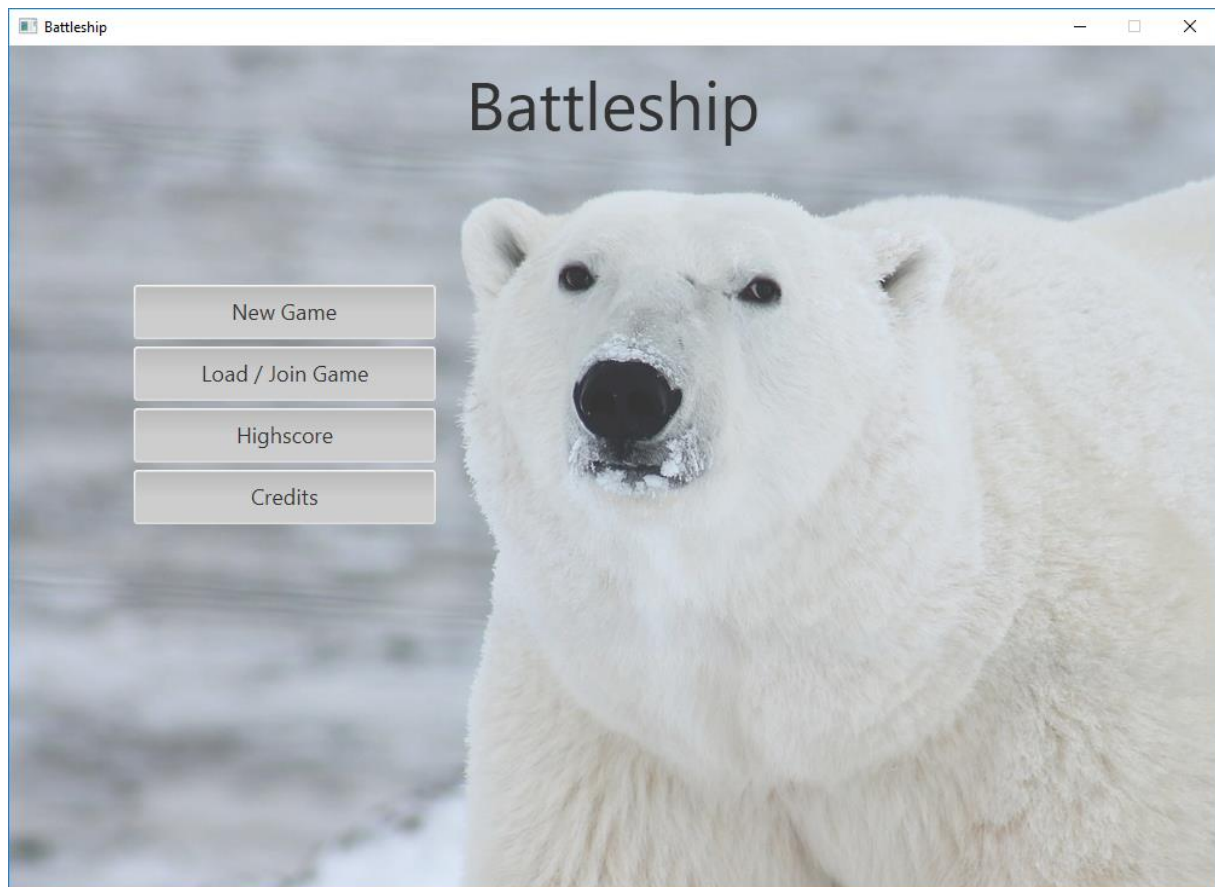
## Functionality

In this chapter we are going to tell you how the battleship game especially our implementation works.

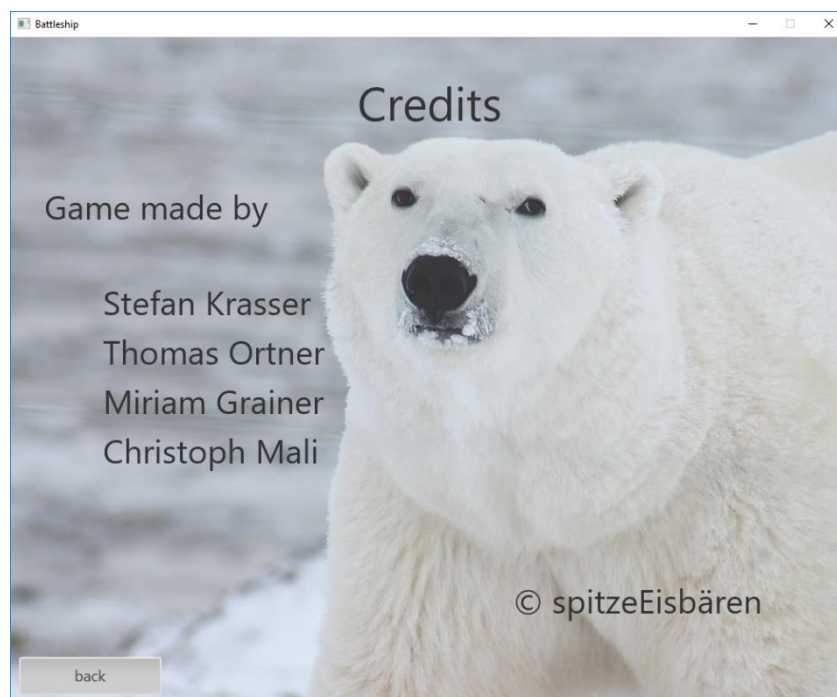


This is our splash screen, which means that our game is starting. After the splash screen, you find yourself on the welcome screen.

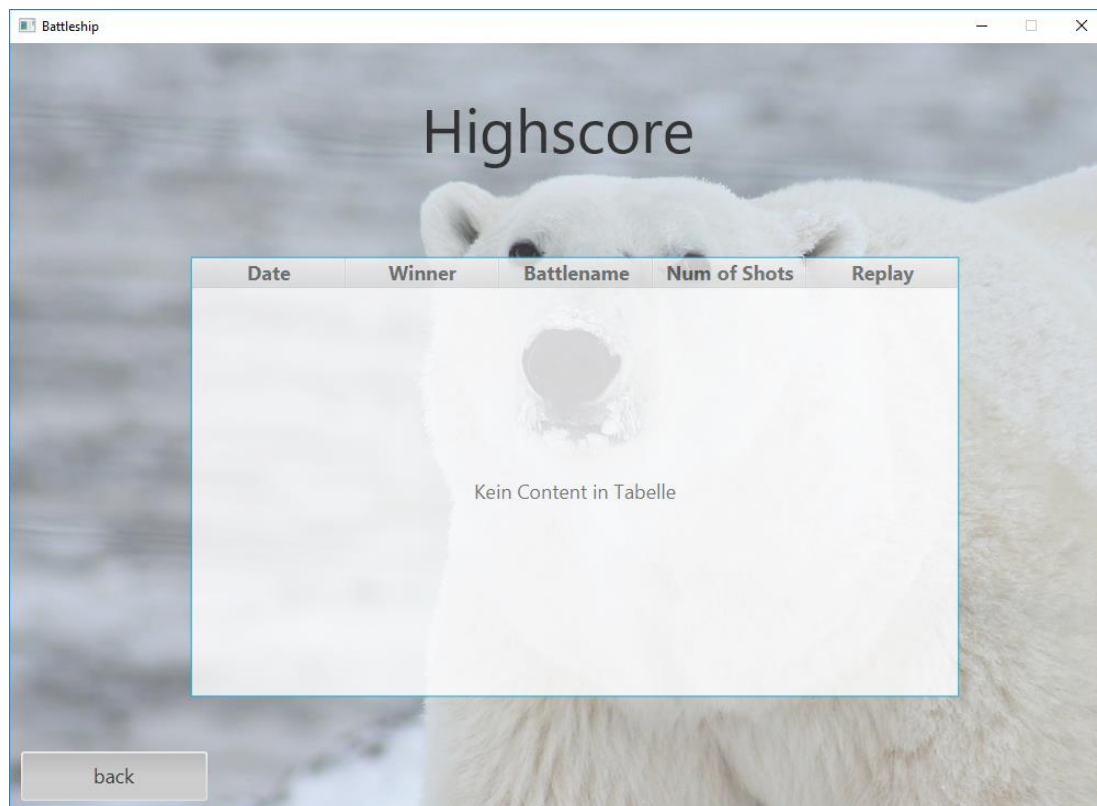
Now you see four buttons: “New Game”, “Load/ Join Game”, “High score” and the “Credits button”.



If you click on the “credits” button, you receive all the information about who created the game.



If you click on the “high score” button you see the lowest amount of tries one needed to sink all of the enemy’s ships, and the one that needed the second most tries and the third most and so on. It shows all the games that have been played in order.



The “New Game” button functions as the start button of a normal game. You then move forward to the New Game Screen.

You can choose a random battle name and the two players that want to play and then press “Next”. You will move forward to the Edit screen.

The “Load/ Join Game” button functions as the connector to a game that has been created. So if you want to play you need one person pressing creating a New Game and after filling in the names one person that needs to press “Load/ Join Game”. Then both players will be in the Edit screen.



In the Edit Screen each player can choose the positions of his/her own battleships on the battlefield. First you choose which ship (size) you want to place, then if you want to place it horizontal or vertical, then the position(x and y position) and finally you need to click place ship. If you want to delete a ship you have already placed you need to click delete Ship. When both players are ready to play they click start Game and then you move on to the Game Mode Screen.





On your turn, you click onto the Enemy Battlefield Zone. The program will check if you hit a vessel or not and colour it either blue if you missed or red if you hit a ship. You can click until you missed once and then you need to click save and load and the opponent turn it is. If you want to end the game earlier, you need to click give up. The game will end when all the vessels have been hit and you will return to the menu and you will see your score in the high score menu.

### A good Cause

Our biggest feature is the "Save an Ice Bear initiative". For every game that is bought all of the costs will be donated to save ice bears. So if you buy our game you can do something very special.