

## Existing Documentation

ALL PAGES CONTAIN VARIOUS SUMMARIES, REMARKS, PARAMETERS AND VALUES FOR EACH SUB STATEMENT/FUNCTION. THESE WILL NOT BE MENTIONED UNLESS THEY HAVE SOMETHING THAT NEEDS TO BE NOTED.

### DeploymentController.vb

- 90: Description stating that the following code calculates mouse click location within grid.
- 97: Description stating that the following code deploys ship at mouse click location.
- 115: Description stating that the following code draws Left/Right and Up/Down buttons.
- 126: Description stating that the following code draws ships.

### DiscoveryController.vb

- 33: Description stating that the following code calculates mouse click location within grid.
  - (Same as line 90 of DeploymentController.vb)

### EndingGameController.vb

- Only summaries.

### GameController.vb

- 53: Description explaining that player closes game the following state.
- 56: Description explaining that this is the state where player views main menu.
- 69: Description stating that the following code creates the game.
- 72: Description stating that the following code creates the players.
- 188: Description stating that players are deployed.
- 247: Description stating that the following code reads incoming input events.

### GameLogic.vb

- Contains brief descriptions for simple sections of code.
  - Not essential as most of the descriptions are just stating the names of the functions that they are describing.
  - Descriptions missing for 2 lines of code; 9 and 17.

#### GameResources.vb

- 14: Description stating that the following code loads the background images.
- 19: Description stating that the following code loads the deployment images.
- 26: Description stating that the following code loads the ship images.
- 33: Description stating that the following code loads the explosion images.
  - These 4 points could all be put into a single summary.

#### GameState.vb

- This page contains a summary of each value in the GameState enumeration.

#### HighScoreController.vb

- Remarks contain format of the scores.
- 57: Description stating that the following code reads the number of scores.
- 116: Description stating that the following code loops through all scores.
- 123: Description stating that the following code loops through the top 9 scores.
- 135: Empty remark section.
  - Needs to be filled.
- 154: Description stating that the following code checks if a score is a high score.
- 166: Description stating that the following code reads text input from user.

#### MenuController.vb

- 96: Description stating that the following code checks if the mouse is over a button.
- 104: Description stating that the following code ends the current state.
- There are various lines stating that the following code clears the screen to black.
  - Code appears to turn color white.
  - Description only needs to be given once, not repeated.
- 257: Description stating that the following code ends the current state.

#### UtilityFunctions.vb

- 51: Description stating that the following code checks the mouse's horizontal position relative to the button.
- 53: Description stating that the following code checks the mouse's vertical position relative to the button.
- 106: Description stating that the following code draws the grid.
- 146: Description stating that the following code draws the ships.
- 157: Unsure

#### AIHardPlayer.vb

- 107-108: Description stating that the following code checks that state of the AI and generates coordinates based on that state.
- 187: Description of what i is equal to in the following code.
- 193-195: Description stating that the following code looks for the source.
  - 193 has a spelling error.
- 204: Description stating that the following code identifies the source.
- 228: Description stating that the following code checks for targets.
- 231: Description stating that the following code adds the source to new stack.
- 235: Description stating that the following code clears the target's stacks.
- 237: Description stating that the following code pushes the targets in the new stack into the target's stack.
- 242: Description stating that the following code searches for new targets when the target's stack reaches 0.
- 258: Description stating that the following code uses the current target as a source.
- 267: Description stating that the following code either selects or hits a target.
- 280: Description stating that the following code checks the targets vertical orientation.
- 284: Description stating that the following code checks the targets horizontal orientation.

#### AIMediumPlayer.vb

- Has only summaries/parameters.
  - All functions and subs do the same thing as they do in the AIHardPlayer.vb, so there is no need for further documentation.

#### AIOption.vb

- Only summaries.

#### AIPlayer.vb

- Contains brief summaries of code segments that do not require detailed explanation.

#### AttackResult.vb

- 11-15: Summary, value and return of a property.
  - All of these lines contain identical text.
- 22-26: Summary, value and return of a property.
  - All of these lines contain identical text.
- 33-38: Summary, value, return and remark of a property.
  - All of these lines contain identical text.

- 85-88: Summary and return of a property.
  - All of these lines contain identical text.

#### BattleShipsGame.vb

- 78: Description stating that the following code exits game when all the players' ships are destroyed.
- 85: Description stating that the following code changes player if the last shot was a miss.

#### Direction.vb

- Only summaries.

#### ISeaGrid.vb

- Only summaries, parameters, values and returns.

#### Player.vb

- 44: Description stating that the following code names the ships so that the grid may identify them.
- 86: Description stating that the following code checks if all ships are destroyed.
- 176: Description stating that the following code does nothing.
  - Not relevant.
- 205: Description stating that the following code loops through each ship to deploy in shipList.
  - Spelling error.
- 212: Description stating that the following code generates random positions where ships can be placed.
- 225: Description stating that the following code attempts to place ship.

#### ResultOfAttack.vb

- Only summaries.

#### SeaGrid.vb

- 60: Return field.
  - Empty.
- 86: Description stating that the following code fills an array with the empty tiles.

- 132: Description stating that the following code places a ships tiles in an array in ship object.
- 164: Description stating that the following code occurs if a tile has already been hit.
- 171: Description stating that the following code occurs if a tile with no ship on it is being hit.
- 176: Description stating that the following code occurs if all a ships tiles have been destroyed.
- 183: Description stating that the following code occurs if a ship is hit but not destroyed.

#### SeaGridAdapter.vb

- Only summaries, parameters and returns.

#### Ship.vb

- 83: Description stating that the following code identifies a ships size from its enumerator.
  - Spelling error.

#### ShipName.vb

- 4: Empty remark field.

#### Tile.vb

- 90: Description stating that the following code checks if no ship is on a selected tile.
- 92: Description stating that the following code checks if the selected tile has been hit.
- 97: Description stating that the following code changes nothing if the tile isn't hit.
- 101: Description stating that the following code checks if a ship is on a selected tile.
- 105: Description stating that the following code hits a ship.

#### TileView.vb

- Only summaries and remarks.
  - 2: Spelling error.