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May 3, 2018

Software Development

### Project 2 Milestone Report

When I started out, I wanted to make an RPG game but I found myself struggling and scrapping everything I make. Instead I decided after a week to try emulating a board game I love as a java program, so I did. I decided to emulate Battleship as a game, following a detailed youtube tutorial. I love this game and board games in general so this helped motivate me a lot more to finish it.

The game works as a single player game of battleship, striking ships on a map of rows and columns. Once you put in your coordinate (1,1 for example), it'll tell you if you struck a ship or not. It inputs five ships at random across a 5 by 5 map, but I plan to expand on it. It's used pretty simply, when you the program, first thing you'll see is the map with numbers above and to the left, which represent the coordinates. First thing it'll do ask the user for the row, which you put in by 1 - 5, and then the column, also 1 - 5. Spots not struck are represented by "~", spots you have struck and sunk ships are "x", and spots you have struck by not sunk ships are "\*."

There have been plenty of other popular board and card games implemented through java and code. Tic-Tac-Toe is one I've seen a lot, but I think Battleship is one of the easier, but exciting to see the progress being made. I love this game so it's personal to me making it made in java. There's still a few things I want to do to make it a bit more difficult and challenging.