BATTLESHIP

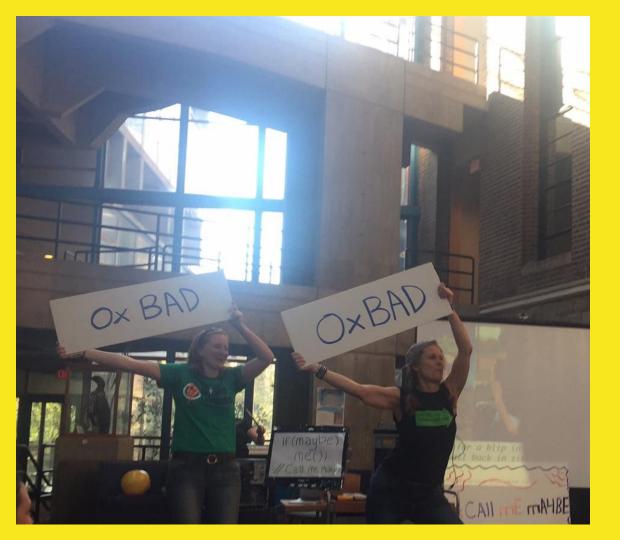**Riann Tang, Kalau Tanaka-Pesamino, Lauren Tso**

AS SEEN ON TV

Great job at lip sync Jean and Ashley!!!

Description

Game Idea

- We are playing Battleship!
- 2 player game: you versus the computer
- Goal: sink all 5 of your opponent's ships
- 3 step game
  a. Set up: Place ships
  b. Play: Fire missiles
  c. Win (or lose)

Coding

i'm suffering!

Data Structures Used:

- **Vector:**
  - To store the name of the ships and their index
- **Vector<LinkedList>:**
  - To store the locations of each ship
- **Hashtable:**
  - To store ships placed on the board and missiles shot
- **Tree:**
  - To help the computer make strategic decisions

Candid shot of Lauren Tso working on the code

Classes

- ## Ship.java
  - Object Ship with a name and coordinating length
- ## Grid.java
  - Object Grid to hold ships and mark missiles
- ## PlayBattleship.java
  - Create and play game
- ## BattleshipGUI
  - Main display page of the game

Special behind the scenes footage of Kalau trying to implement this game

GUIS

Graphic Design is my   Pasion
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Graphic Design is my   Pasion

BATTLESHIP

For 2 Players – Human vs Computer

OJBECT OF THE GAME

Be the first to sink all 5 of your opponent's ships.

CONTENTS

5 ships   white pegs   red pegs
  ocean grid   target grid

PREPARE FOR BATTLE

Each player must place all of their ships on their ocean grid
Rules for placing ships:
  –Ships may be placed horizontally or vertically, but not diagonally.
  –Ships are not allowed to overlap in letters, numbers, or the edge of the grid.
  –Position of the ships cannot be changed once the game has begun.

HOW TO PLAY

The human player will begin first. Then, the human and computer will
alternate turns, calling out one shot per turn to try and hit each other's ships.
To begin each turn, a player must pick a location on their target grid.
It will either be a HIT or MISS depending on whether the chosen location
is occupied by a ship on the opponent's ocean grid.
A HIT is recorded with a RED peg and a MISS is recorded with a WHITE peg.
Turns alternate with each shot called.

SINKING A SHIP

Once all the locations in any one ship are hit, it has been sunk. The name
of the sunken ship is announced and is marked separately at the top of the
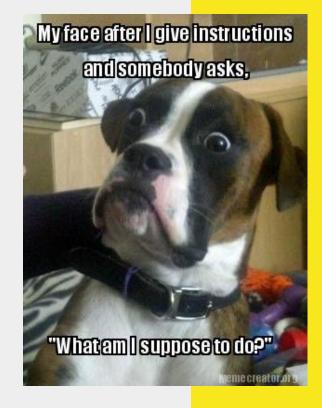game screen.

WINNING THE GAME

When a player sinks their opponent's entire fleet of five ships, they win
the game! The player then has the option to play again or quit.

HOW TO PLAY SALVO

In Salvo mode, gameplay remains the same, but with on exception. Instead of
firing one missile at a time, the player can fire the same number of missiles
as the number of ships the opponent has remaining (i.e. the more ships sunk,
the fewer shots you get.
A more challenging game can also be played where players do not disclose which
ships are hit.

My face after I give instructions and somebody asks,

"What am I suppose to do?"

Welcome to Battleship!

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

99 little bugs in the code.
99 little bugs in the code.
Take one down, patch it around.

127 little bugs in the code...

Coordinate: A2

HIT

OK

Coordinate: C7

MISS

OK

Wow!

You sunk a [shipName]

Cool

Congratulations!

You Won

Play Again   I'm Done

Sorry!

You Lost

Play Again   I'm Done

POTUS APPROVED!

Praise? Accolades? Awards?*

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*Or questions?