

# SWE20001 – Development Project 1: Tools and Practices

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*Team Report For Week (3)*

Duy Phuong Nguyen (101204984)

Lab: Friday 2:30pm

Tutor: Huai Liu

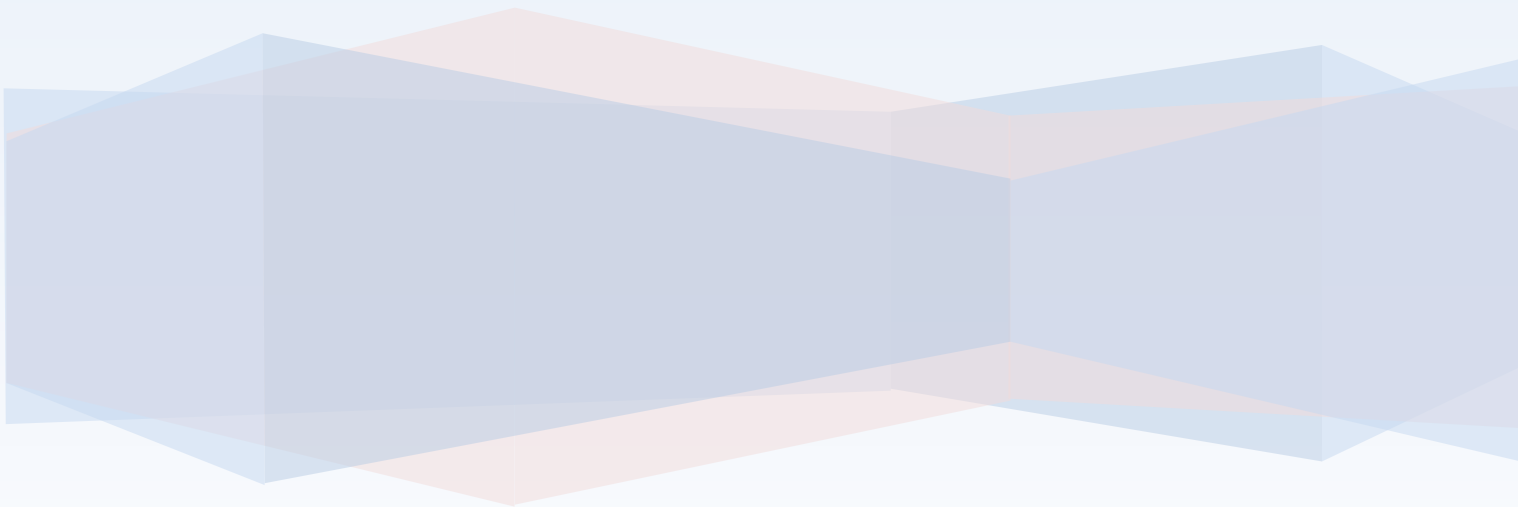
Team number: 3

Henry Tran 102075482

Edward Knight 102700043

Duy Phuong Nguyen 101204984

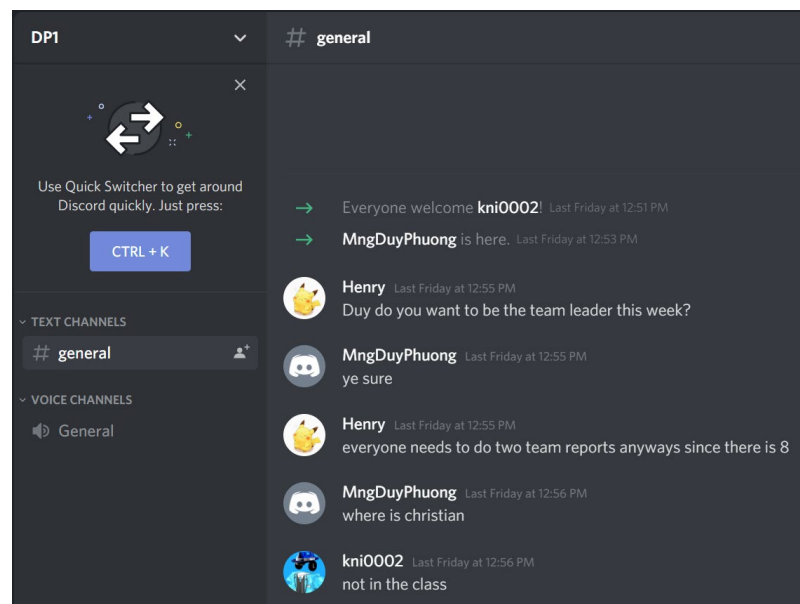
Christian Ilott 102169762



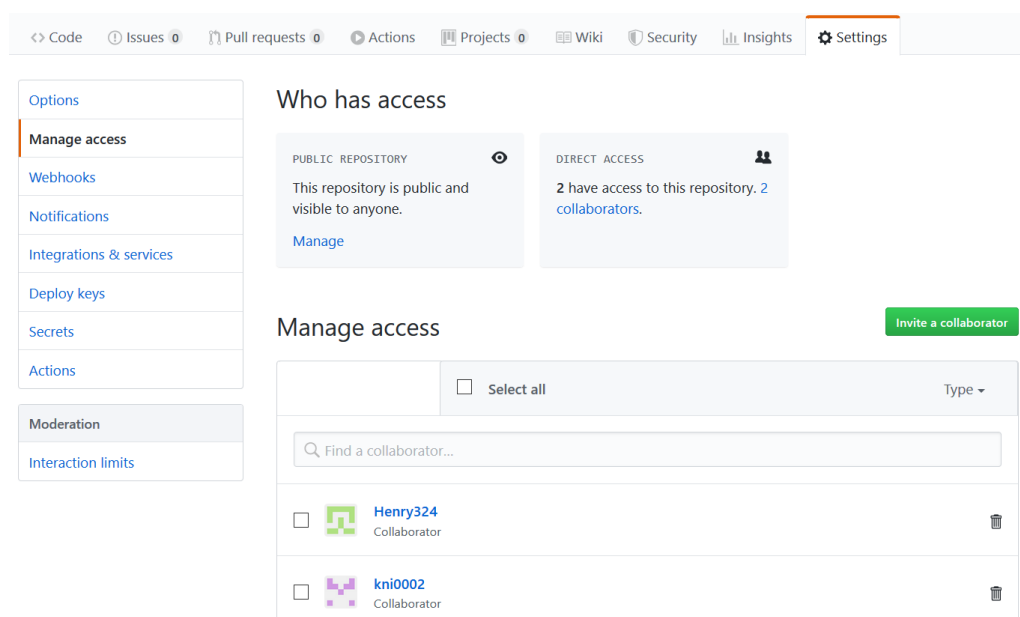
## Team report week 3: Submission details and assessment criteria

The following photos (**with annotations for explaining what we did**) capture the process our team used to perform the tasks required in Activity 3.1:

1. Firstly, Henry created a voice chat channel on Discord. We think Discord is better than Slack because we can't do voice chat in Slack.  
I (Duy Phuong Nguyen) was voted to be the team leader of group 3 this week  
However, one of our team's members didn't show up so we decide to wait him for a bit.



2. As the team's leader, I create a project on GitHub and invited all our group members: Henry and Edward.



- Then I create a homepage and required pages (with “Add a custom sidebar” function) for this wiki so our group can start working. I’m also Numbering all the pages.

## Home

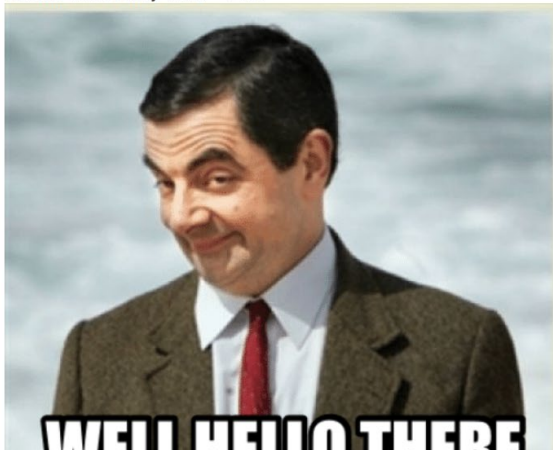
mngduyphuong edited this page 3 days ago · 10 revisions

Edit New Page

Welcome to group3's battleship wiki!!

This is a wiki for lab 3 for group 3 in DP1.

Tutorial time: Friday 12:30 - 14:30



Pages 7
Find a Page...
Home
1. Team and Title Details
2. Overview of the gameplay
3. Game screens and flow
4. User Interface
5. Gameplay
6. Assets

+ Add a custom sidebar

Clone this wiki locally

<https://github.com/mngduyphuong>

- After waiting Iloot for 30 minutes, we decided the task of this week is divided between 3 members: Duy Phuong, Henry, Edward.
  - Duy Phuong: team leader, part 1 and part 4.
  - Henry: part 2, part 5 and part 6.
  - Edward: he has the hardest part which is part 5 “Game screens and flow”. This one requires some designing skills.

1:08 PM

- 1. Team and Title Details**  
Note who is in your team and the title of the game.
- 2. Overview of the gameplay**  
A very short description of the story, target platform, visual style and audio style.
- 3. Game screens and flow**  
Show the basic screens of the game and how a player can get between each. For example, show the intro/splash screen, main menu, options, in-game, high-score, closing credits, etc.
- 4. User Interface**  
For any of the screens you have noted, describe the details. Be particular for the in- game interaction the player does.
- 5. Gameplay**  
Describe the mechanic or rules of the game. For example, what is the result of a player move, what is a legal move, and so on.
- 6. Assets**  
List (no need for graphics in this basic document) what assets, in this case images and audio files are needed.

@kni0002 are you there?

do you want to do part 3?

kni0002

Last Friday at 1:14 PM

ok

designing menus, not too bad for me

5. We then using voice chat to discussed about game details, gameplay, features, e.t.c . Every team member contributes their ideas, images.

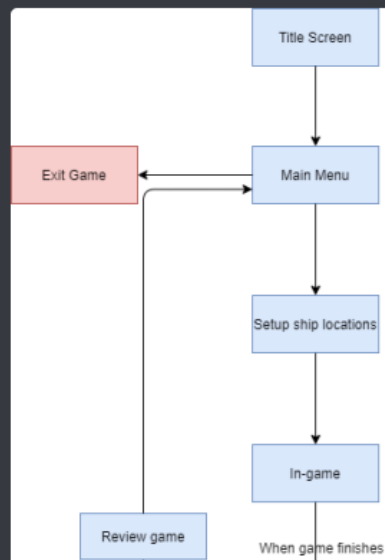


**MngDuyPhuong** Last Friday at 1:32 PM

1. As a team, **review** the game design document template details above and understand what you need in each section.  
Tip: See gamesutra article or other online resources.
2. Discuss the **details** needed for the game. (Don't take too long on this as it is not the point of the task!)
3. Your team will then need to plan what document sections are needed, and **divide** the content between team members to complete.
4. Create a GitHub **project** and add in all the team members.
5. Create a starting **wiki** page. See the online help for details.
6. Each team member will then help to create the design document **content** using a GitHub wiki.
7. When you have the overall sections done and everyone has contributed some content, **stop**. The document does not need to be perfect for this task!



**kni0002** Last Friday at 1:34 PM



6. We completed our parts and then help each other to check and provide feedbacks.
  - Duy Phuong: Team and Title Details, User Interface. After Edward provided his ideas about the game screens and flow, I finish my part 4 based on his idea.

## 1. Team and Title Details

mngduyphuong edited this page 3 hours ago · 1 revision

### SWE20001-Development Project 1 - Tools and Practices-H1

Hi everyone, we are group 3 and there are 4 people in this group: Henry, Edward, Phuong and Christian.

- Henry Tran 102075482
- Edward Knight 102700043
- Duy Phuong Nguyen 101204984
- Christian Ilott 102169762

Group3's battleship wiki  
Henry Tran | Edward Knight | Duy Phuong Nguyen | Christian Ilott



## 4. User Interface

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### Title Screen

The game will start with title screen

User can click anywhere on the screen to jump to the main menu

### Main menu

The next interface is Menu. There are 4 elements in this menu:

- Play: playing your game with AI.
- Multiplayer: playing with your friends on the same device or with the internet connection.
- Settings: change your game's settings, such as game music, volume, resolutions, e.t.c
- Quit: Exit the game.

### Setting

You can change your volume or resolution.

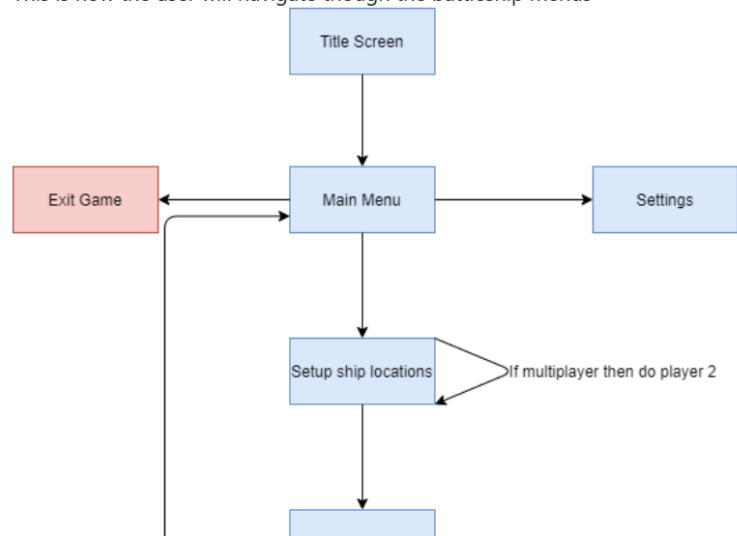
- Edward: Game screens and flow. He used a flowchart to present his idea of battleship game. Menu and in-game images are also added to this wiki page.

### 3. Game screens and flow

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#### Game flowchart

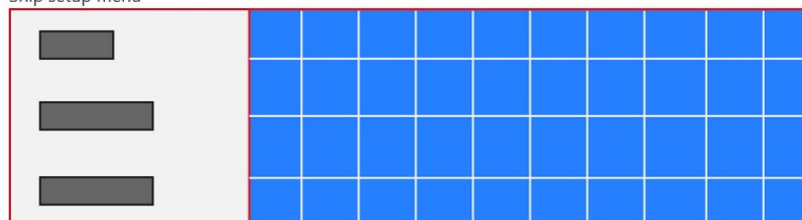
This is how the user will navigate through the battleship menus



Settings



Ship setup menu



- Henry: Overview of gameplay, gameplay and assets. A short and a full description about gameplay are added to “Overview of gameplay” and “Gameplay” respectively. In Assets page, there are two main headings: audio and images.

## 2. Overview of the gameplay

mngduyphuong edited this page 3 hours ago · 1 revision

Battleship is a strategy guessing game played by two players. Each player has a certain amount of battleships that they place on a grid at the start of the game. The players then take turns calling out grid references trying to guess the location of the other player's battleships. The winner is the person that correctly guesses all the battleship positions of the other player.

The game is done in a bare minimum 2D style with retro style audio and is built for PC.

## 5. Gameplay

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### Rules

1. Players setup their battleships on the grid.
2. Player one chooses a position on the grid to attack player two.
3. Player two then takes their turn and repeats step 2.
4. The winner is the person that sinks all the opposing player's battleships.

### Legal move

A legal move is when a player chooses a position that has not been targeted before for attack.

### Results of player moves

If the position chosen is a position where one of the opposing player's battleships is situated, this is considered a hit and a hit indicator will appear. Otherwise a miss indicator will appear. If all the positions on the opposing player's battleship have been hit, the battleship is considered sunk and a message will be displayed. Players will be unable to choose positions that have already been targeted previously.

## 6. Assets

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### Audio

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- Main menu music
- Battleship being hit sound
- Missing a battleship sound
- In game music
- Winning sound
- Losing sound

### Images

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- Images of different battleships of different lengths
- Hitting a battleship image
- Missing a battleship image
- Winning image
- Losing image
- Background image for main menu

GitHub URL: <https://github.com/mngduyphuong/battleship-lab03/wiki>