



Home assignment "Battleship game"

Your assignment is to create a "Battleship game" for two players. The purpose is to evaluate your programming skills and see how you tackle a problem.

Details:

- Read about the rules of the game here: [https://en.wikipedia.org/wiki/Battleship_\(game\)](https://en.wikipedia.org/wiki/Battleship_(game))
- You can use whichever language and tools you like (but you should probably choose a language that you are comfortable in).
- You're not expected to create a networked game. It's about creating a 2-player game at the same computer, in the old-fashioned style.
- You are free to expand the scope of functionality or modify the game rules if you feel that the game is too boring.
- We expect the code to be sufficiently documented.
- We typically value code readability and structure higher than the number of features.
- We appreciate a nice UI but it's not mandatory. If you prefer focusing on e.g implementing an AI player and only provide a command line interface, that's perfectly fine.
- We appreciate test-cases on relevant parts of the program.

Bonus functionality:

- Implement an AI-player.
- Implement a Scoreboard.

How to deliver:

- Upload your work to GitHub and provide us with a link.

Scoring is done from the following aspects:

- Solved: Was the problem "solved" ie does it work according to the instructions?
- Code: Is the code nice, tidy and easy to follow, using good coding practices?
- Architecture: Is the architecture reasonable?
- Modern technologies: Are modern technologies being used?
- Framework leverage: Was suitable frameworks leverages?
- Documentation: Is the code and how to use the program sufficiently documented?
- Test: Is the code sufficiently tested?
- UI: Is there a nice looking UI?
- Bonus: Any nice bonus features?