Battleship User Manual

1. When you first boot up the program it will load into the Battle menu, AKA the main menu.
2. From here you have the option to close out of the program or start a game.
3. When you choose to start a game, the first thing you must do is start placing your ships onto the map.
4. You must place them in this order: patrol (2 spaces), destroyer (3 spaces), submarine (3 spaces), battleship (4 spaces), and finally the carrier (5 spaces).
5. After this is completed, the AI will place its ships and the game will begin! You and the AI take turns picking one spot on the map to “shoot a missile”.   
     
   a) So for example, you choose square 55. The program then checks if there is an enemy ship at that spot. If there is, you’ve hit a ship! The square you chose will then be colored green.  
     
   b) If you hit, the computer then checks to see if you have sunk a ship, meaning you have successfully hit every spot that ship was placed on. If yes, then you have sunk a ship! If not, no extra message will display, and the turn will be passed to the AI. To help you remember that you have sunk a ship, the last square that you just chose will be colored gray.  
     
   c) If you didn’t hit anything, the square will be declared as a miss, and will be colored red. Then the turn will pass to the AI.  
     
   d) after a ship has been sunk for either you or the AI, the system checks if u have any ships left. If not, you or the AI have lost, and the game is over! From this point, the program will boot back to the battle menu, and you can again choose to start a new game or quit.
6. During gameplay, you can press the ‘P’ key to access the pause menu, which stops gameplay temporarily and has two buttons; continue and quit. Continue brings you back into the current game you are playing, and quit brings you to the battle menu.