

# **CS 451 - Battle Boats**

Joe Muoio, Cory Bergquist, Peter Liu,  
Michael Bonawitz, Kevin Zakszewski

# Roles

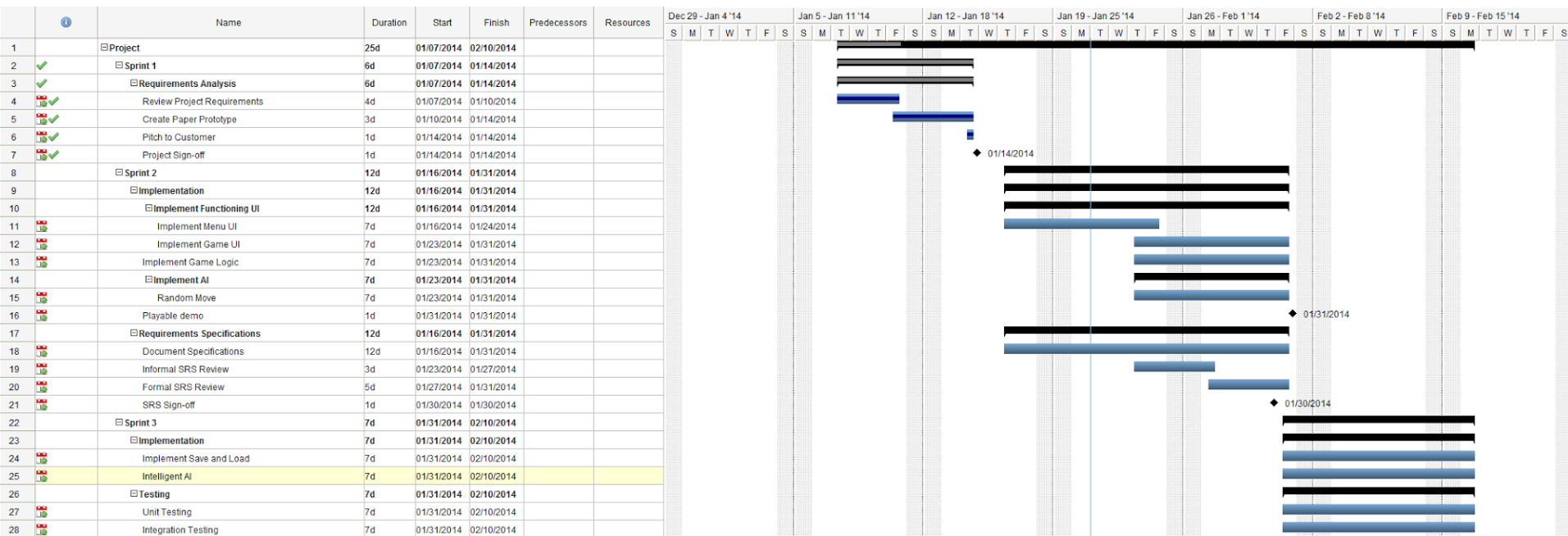
Cory Bergquist - Administrator

Michael Bonawitz - Programmer

Peter Liu - UI Specialist

Joseph Muoio - Chief Architect

Kevin Zakszewski - Tester/Scribe



# Battle Boats

New Game

Load Game

Exit

# Load Game

Saved Game 12-25-13: 10:53

Saved Game 02

Saved Game 03

# New Game

vs. Player

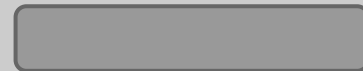
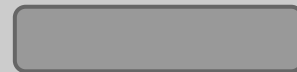
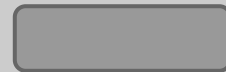
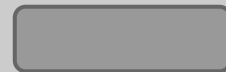
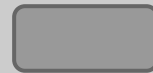
vs. Computer

Back

# Player 1 placing

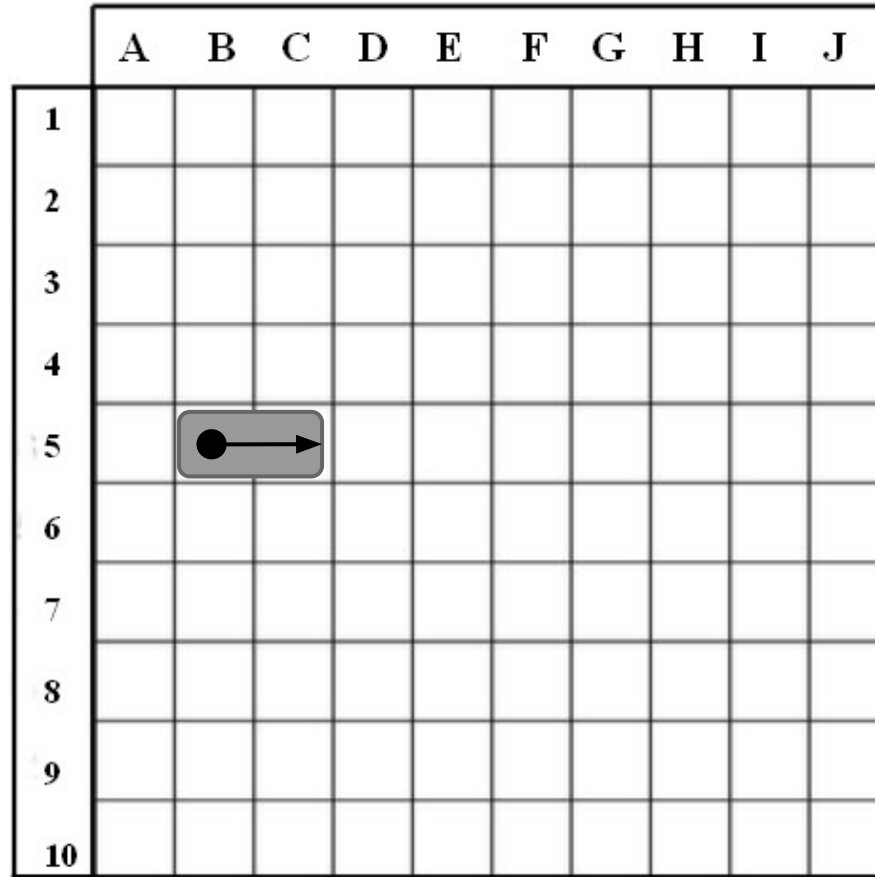
5 Ships  
Remain

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



**Player 1  
placing**

**5 Ships  
Remain**



**Done**



# Player 1 placing

4 Ships  
Remain

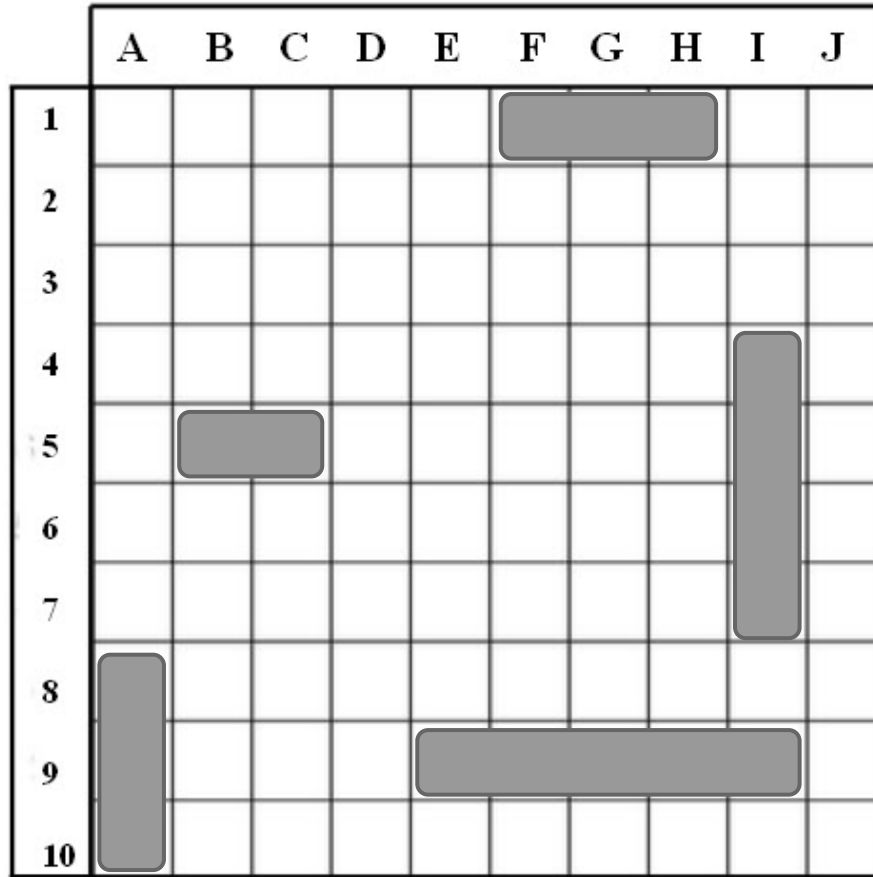
	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Random

Done

# Player 1 placing

0 Ships  
Remain



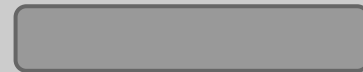
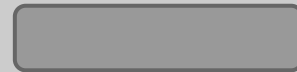
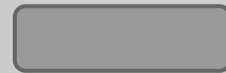
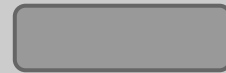
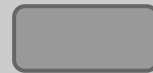
Random

Done

# Player 2 placing

5 Ships  
Remain

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



**Player 1 turn**

**Okay**

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

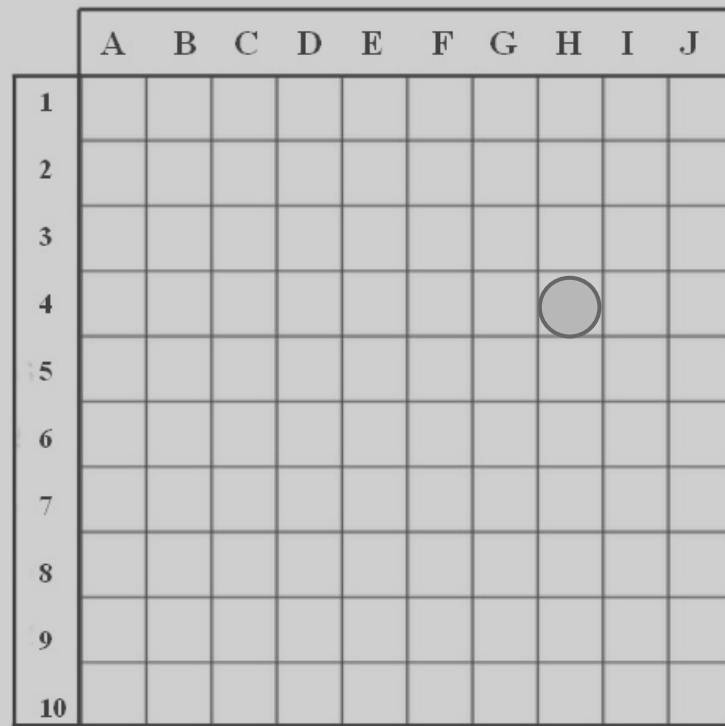
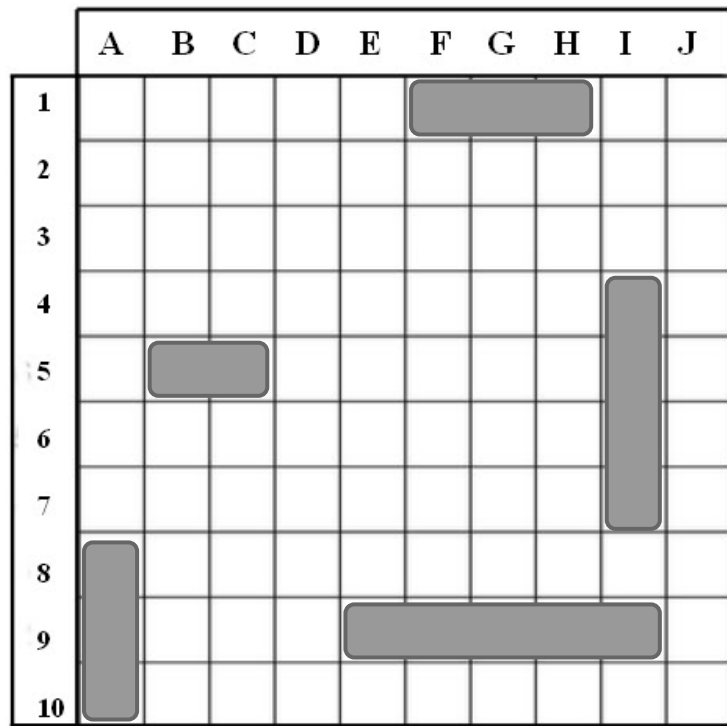
	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Player 1 attacking

Surrender

Save

Done

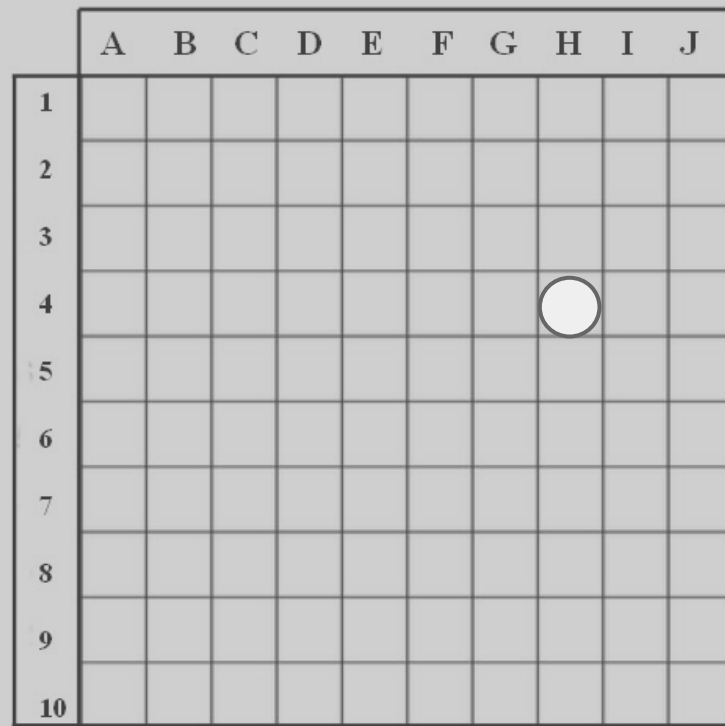
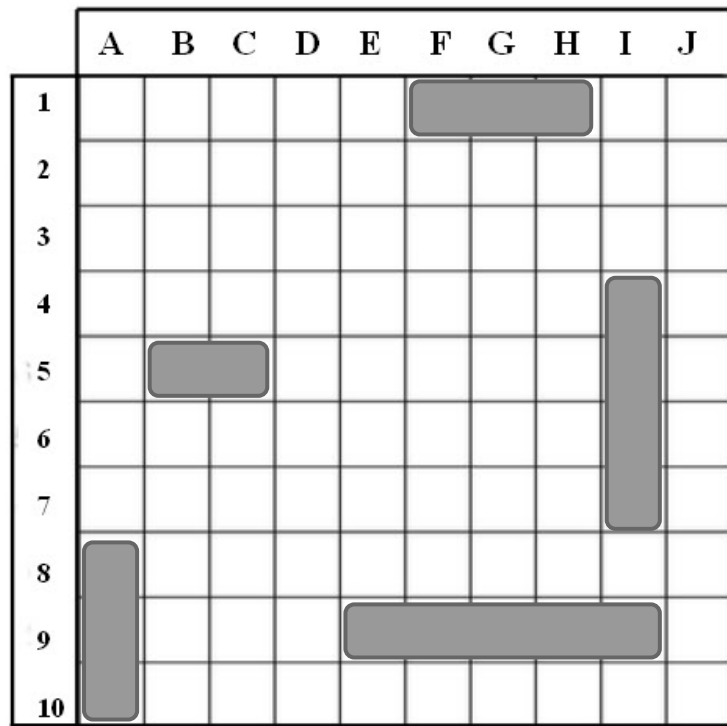


Player 1 attacking

Surrender

Save

Done



Player 1 attacking

Surrender

Save

Done

**Player 2 turn**

**Okay**



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

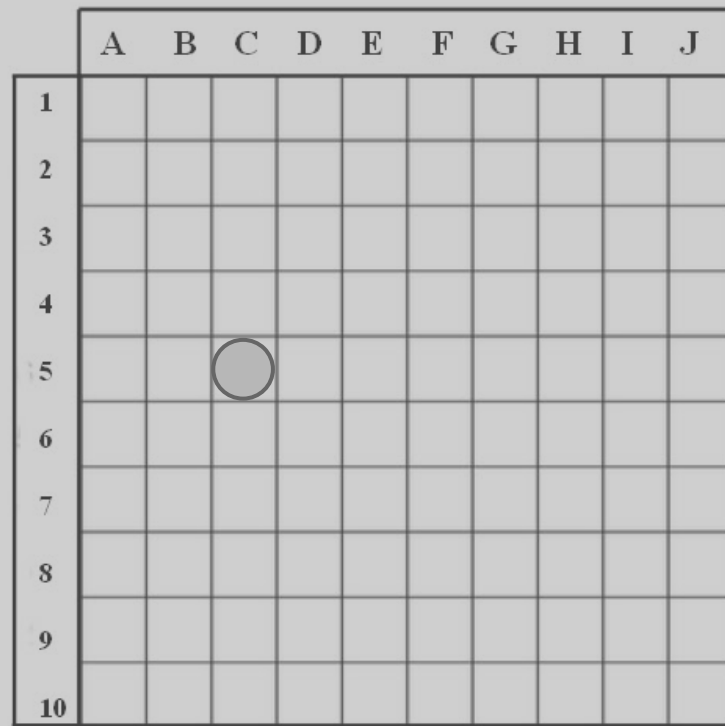
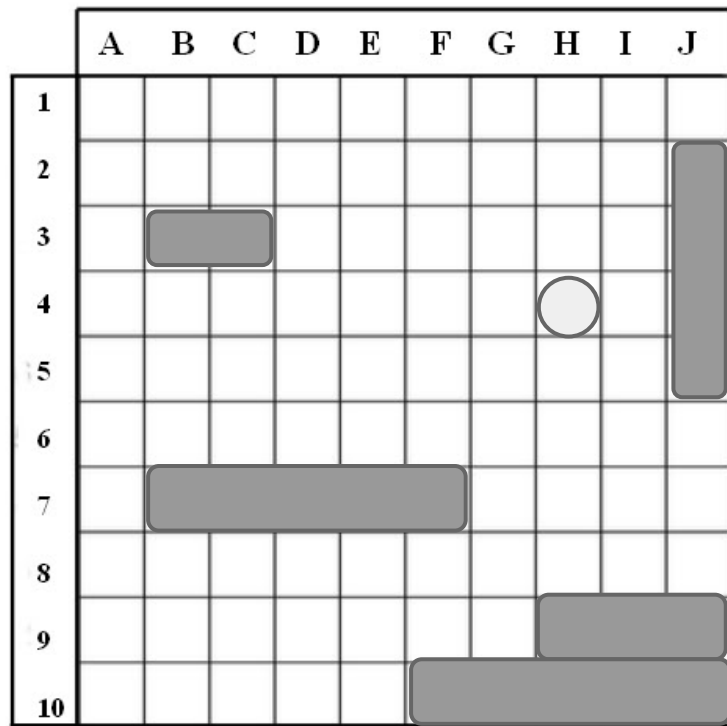
	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Player 2 attacking

Surrender

Save

Done

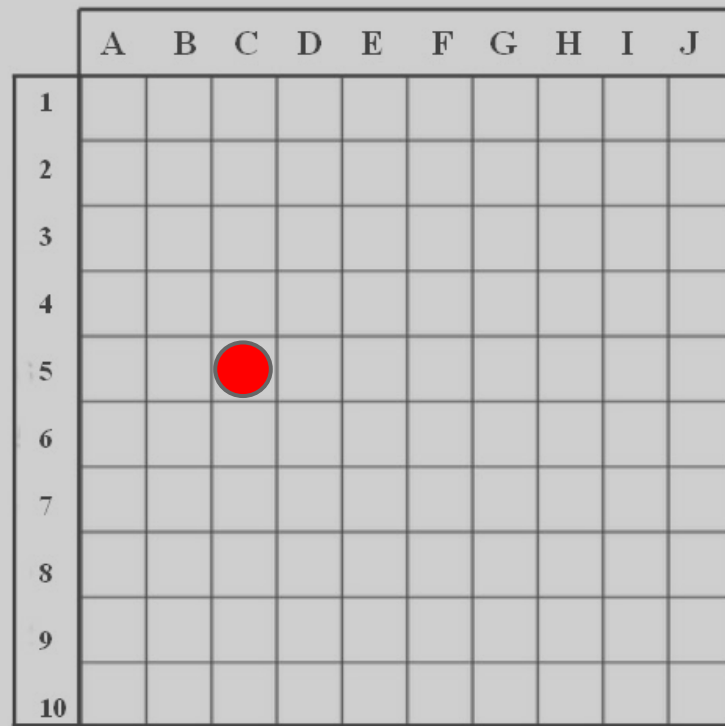
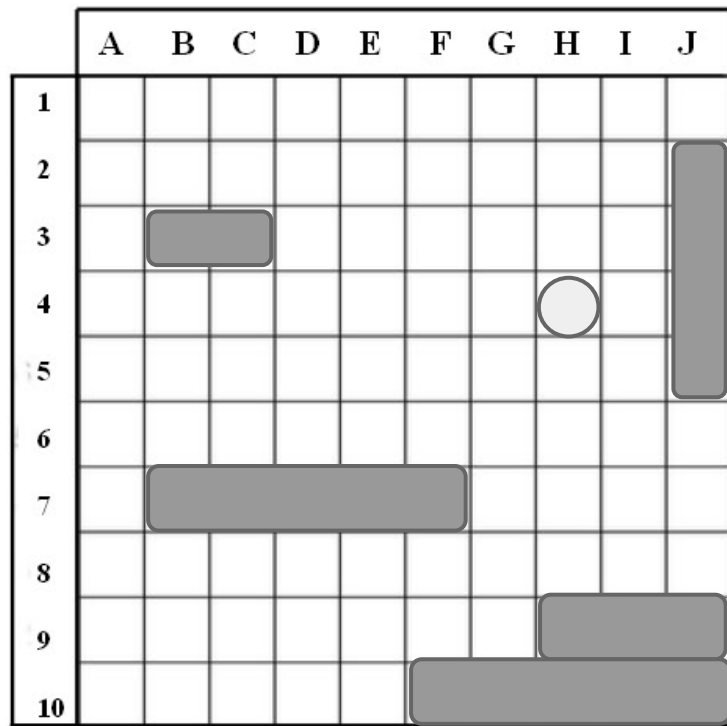


Player 2 attacking

Surrender

Save

Done

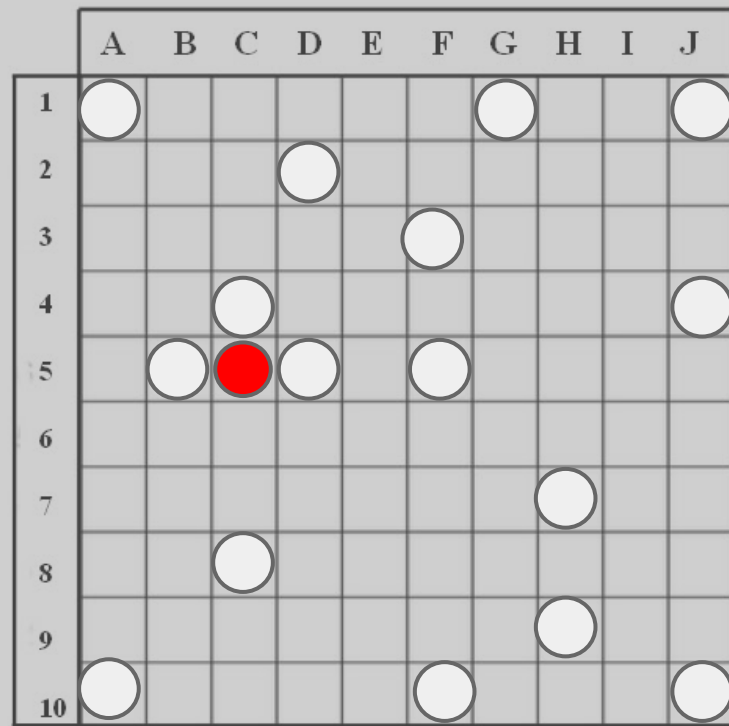
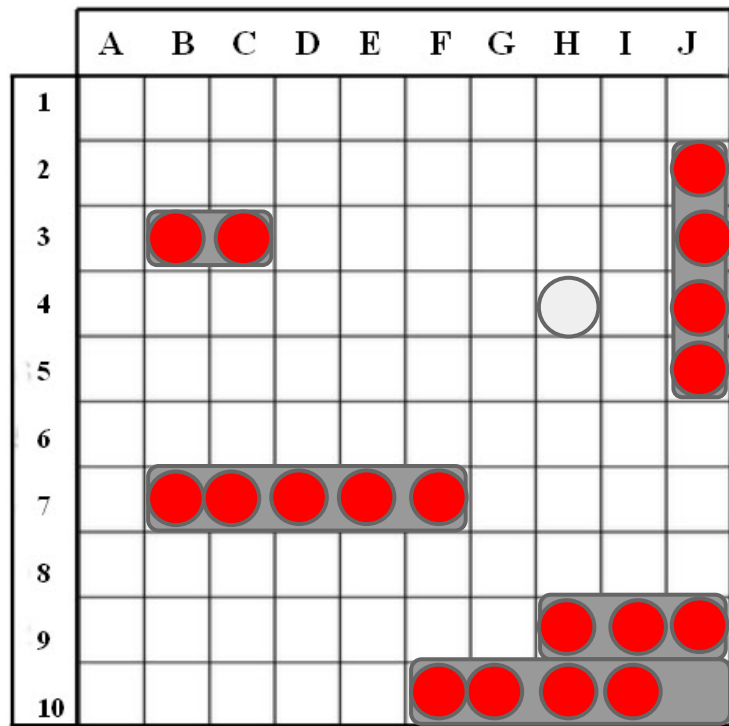


Player 2 attacking

Surrender

Save

Done



Player 2 attacking

Surrender

Save

Done

**Surrender?**

**Yes**

**No**

**Player 1 Wins!**

Okay

# Save Game

**Overwrite:** Saved Game 12-25-13: 10:53

New Saved Game

New Saved Game