

Haskell Battleship Documentation

The Battleship Haskell file is called 'fresh.hs' because it was my third attempt, and I wanted to convey the feeling that it was a fresh start.

Here is a picture of the game running in the windows command line:

```

C:\Users\roryr\Documents>ghci fresh.hs
GHCi, version 8.6.5: http://www.haskell.org/ghc/  :? for help
[1 of 1] Compiling Main             ( fresh.hs, interpreted )
Ok, one module loaded.
*Main> main

Sink The Battleship! Type 'q' to quit.

 01234
0*****
1*****
2*****
3*****
4*****

Input Column Number:
3

Input Row Number:
3
 01234
0*****
1*****
2*****
3***0*
4*****

Input Column Number:
3

Input Row Number:
1
 01234
0*****
1***X*
2*****
3***0*
4*****

Input Column Number:
1

Input Row Number:
q
Goodbye!
*Main>

```

After beginning the game, the user is shown the board, and prompted for an input. Valid inputs include coordinates on the board (ranging from [0,0] to [4,4]) and "q", which quits the game. Any other inputs will be responded to with "Invalid Input!" and the game will prompt the user for a valid coordinate.

The location of the ship must be set within the Haskell file. If the ship is not located entirely on the board, the game will be impossible to complete. The location of the ship is not bounded by

any rules, and could theoretically contain the entire board.

I have tested with the following inputs:

- Arbitrary integers ranging from -11111111111000000000 to 2900
- Whitespace
- Strings/Characters