RULES

The Battleships game is a guessing game for two players. Both players use the same computer. When a player sees his/her name on the screen he/she may click next button When a player sees his/her opponent's name on the scree he/she must pass the controll of the computer to another player and do not look at the screen until it is his/her turn again.

How to start

Each player starts by secretly placing his/her ships on the board. The set of ships is the following:

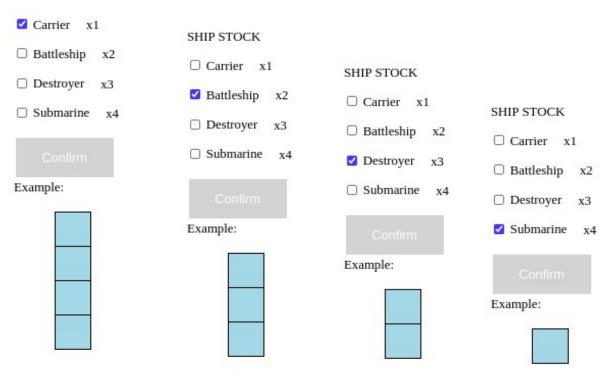
1 x 4 cells

2 x 3 cells

3 x 2 cells

4 x 1 cells

SHIP STOCK

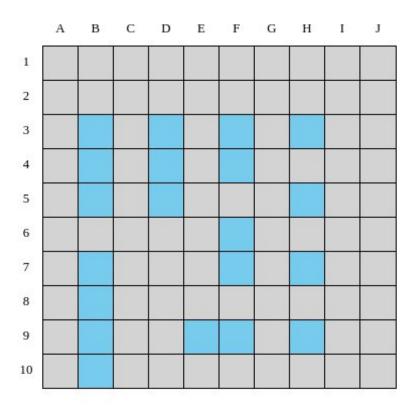


Each user also states his/her name. When it is done the next button becomes active

How to play

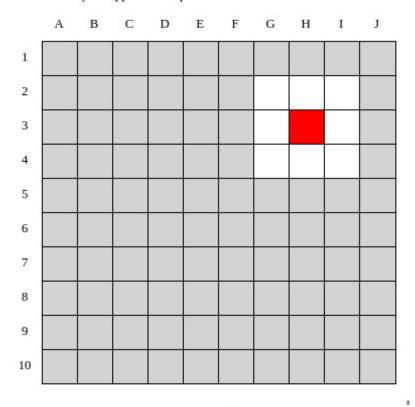
Both players see their ships on the left (theirs) board

Place your ships:



Both players see guessed opponent's ships on the right(opponents) board.

your opponents ships are located on this board



Both players guesses the location of opponent's ships by clicking on the right (opponent's) board, one cell at a time.

If a player guessed he sees green stripe saying 'HIT' and continues guessing.



If a player missed he/she sees red stripe saying 'MISS' and he MUST pass the computer to another player



NEXT PLAYER:

player 1

SCORE:

0

I am ready!

How to win

When one of the players found all the ships of another player the game stops. The one who found all the opponent's ships wins the game.

Scores

For each hit a player receives scores. The biggest series of hits a player does the more score he gets.

1 hit = 10 points

2 hits in a row = 20 points

3 hits in a row = 30 points

•••

Highscore

After a game a highscore can be seen on Highscore screen

Best Player:

Elina

Score:

410

About the game

The game is created by Ruslan Abdulin as a task for an interview in Softwerk Company, autumn 2020 All the images are drawn by the author and can be used according to MIT license