USER MANUAL
FOR
THE BATTLESHIP GAME-L'ATTAQUE

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INDEX

History of the Game:

The Battleship Game, popularly known as 'Paper and Pencil Game'. The game of Battleship is thought to have its origins in the French game L'Attaque played during World War I, although parallels have also been drawn to E. I. Horseman's 1890 game Baslinda,[2] and the game is said to have been played by Russian officers before World War I.

Battleship was one of the earliest games to be produced as a computer game, with a version being released for the Z80 Compucolor in 1979,[2][6] and Atari's Battle Zone following in the early 1980s.

Many computer editions of the game have been produced since. In Clubhouse Games for the Nintendo DS, Battleship is known as Grid Attack. It is played on an 8×8 grid, and includes slight variations in gameplay, various ship sizes and shapes, as well as the option to make the ships touch each other. Iterations of Battleship appear as applications on numerous social networking services.

What is this game about?

The Battleship-L'Attaque,is a single player game.The user of this game is given a armada.From this armada he has deploy the ships into the ocean.This deployement of the ships is to be done strategically,so it is very for the application to find out where the ships are placed in the ocean.

The armada has all the dreaded ships ever to be manufactured. Following are the ships in the armada,
* Aircraft Carrier
* Battleship
* Submarine
* Destroyer/Cruiser
* Destroyer/Patrol Boat

Each of these ships needs to be deployed and game cannot be proceeded without all of them deployed into the ocean.

The application will then try and recognize/spot the places where the ships have been deployed.And accordingly,the score will be calculated.

How to Play:

After installing the application on your device,the user will have to follow the steps below:

Step 1:
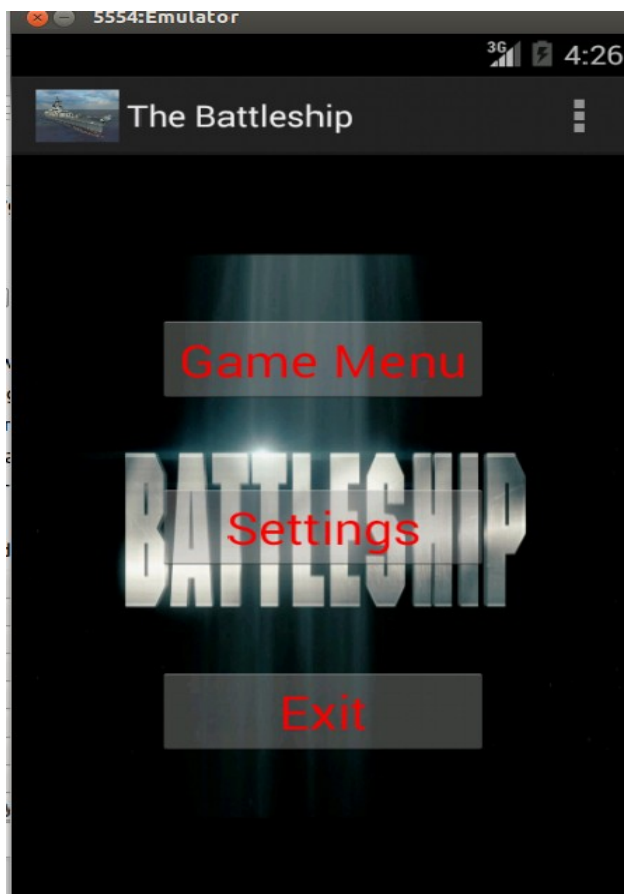
The user needs to click on the Game Menu Button to proceed with playing the game.This is the initial screen which will get displayed on the user's device.

<u>Step 2:</u>

The user needs to click on the New Game Button,so to be forwarded to the Game Menu.
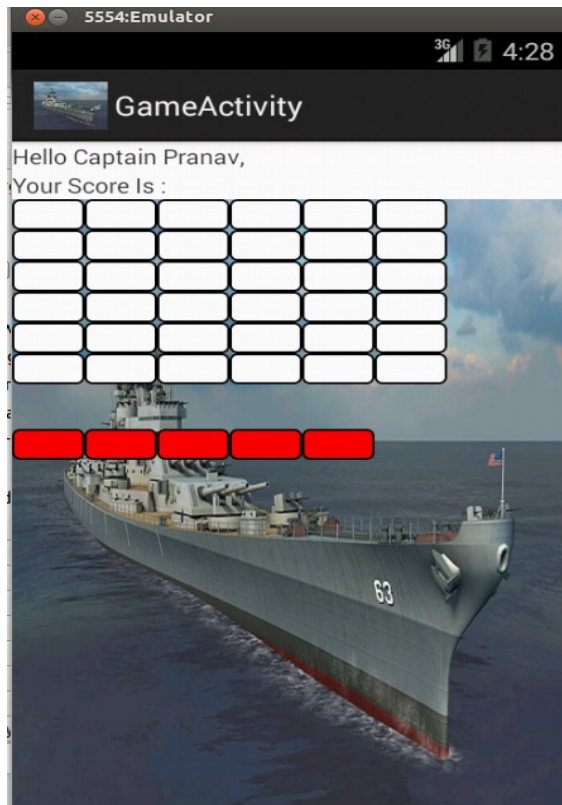
<u>Step 3:</u>

The user needs to enter the name of his choice in the space provided.This entering of value confirms his name to be the captain of the armada.
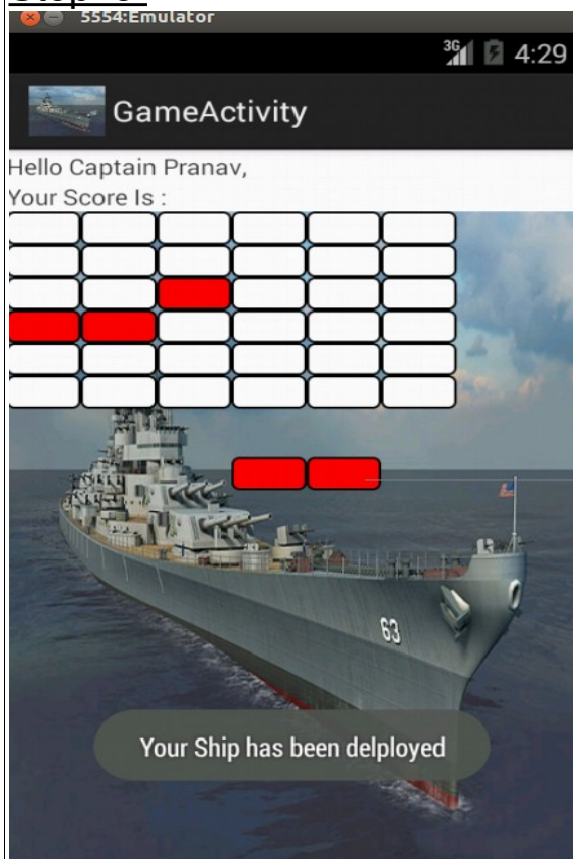
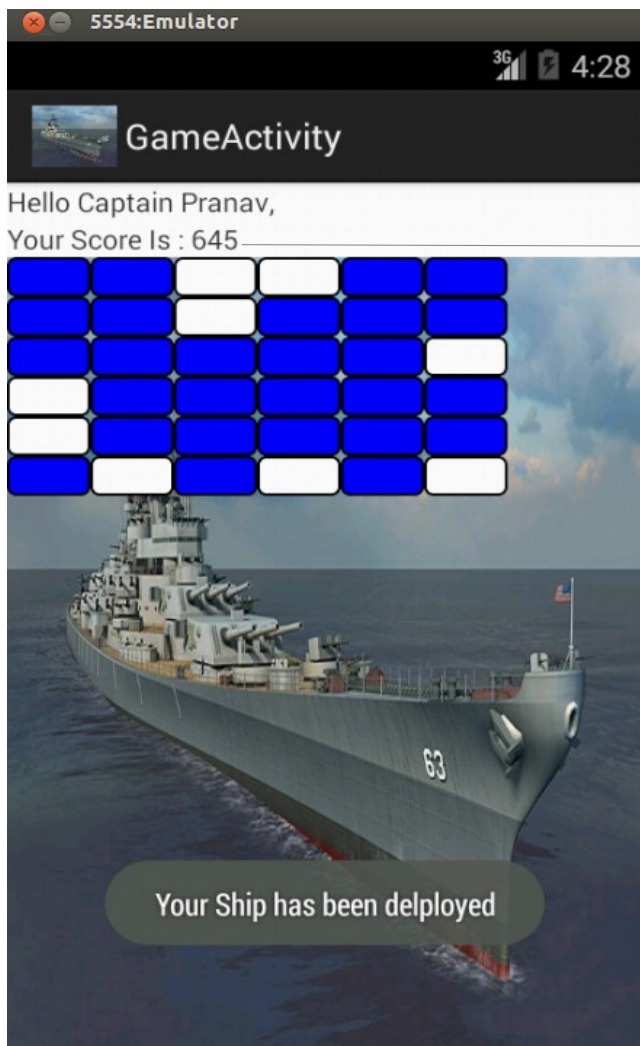Then,user needs to press the start game button,so the game can be started.

Step 4:

This is the initial game screen. The red blocks are the ships and user needs to select and place them upon the ocean.

Step 5:

The red ships are selected and placed into the ocean like shown in the adjacent image.

Score

After all the ships in the armada have been placed strategically into the ocean,the application will try and recognize the exact co-ordiantes where the user has deployed his ships.

The points are calculated as follows:
1. If the application spots on the coordinates exactly,then the application wins.
2. If any one of the ships deployed in the ocean is not recognized,then the user wins.

Thse score is displayed on the top of the screen.