

User - Interface Design for Battleship.

Game between two players

Each player has 2 boards with 10 rows and 10 columns. (one board for itself and 2nd board for view player 2 ~~board 2~~)

Each player has 5 ships:

- ① Destroyer 
- ② Submarine 
- ③ Cruiser 
- ④ Battleship 
- ⑤ Carrier 

Player can only setup their ships Horizontally
or Vertically on the board (NOT Diagonally)

Each player also has two types of Pins

1) Red Pins  → for hit

2) White Pins  → for Miss

Objective : The goal of each player is to sink
all the ships of other player.

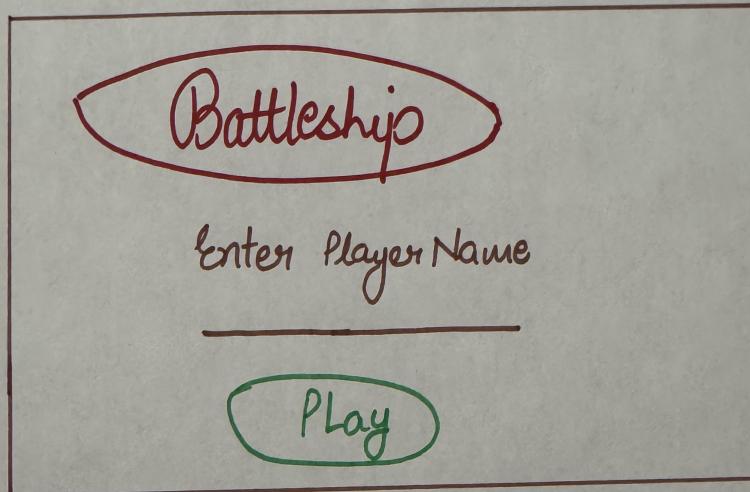
How the game is played?

Player 1 will say any random number, say G9,
Coordinate
then player 2 will put his pin on G9 hole on board.

If it hits the ship, player 2 will say hit otherwise
say miss.

Then Player 1 will mark his hit or miss on
their second board in upward direction.

User - Interface.

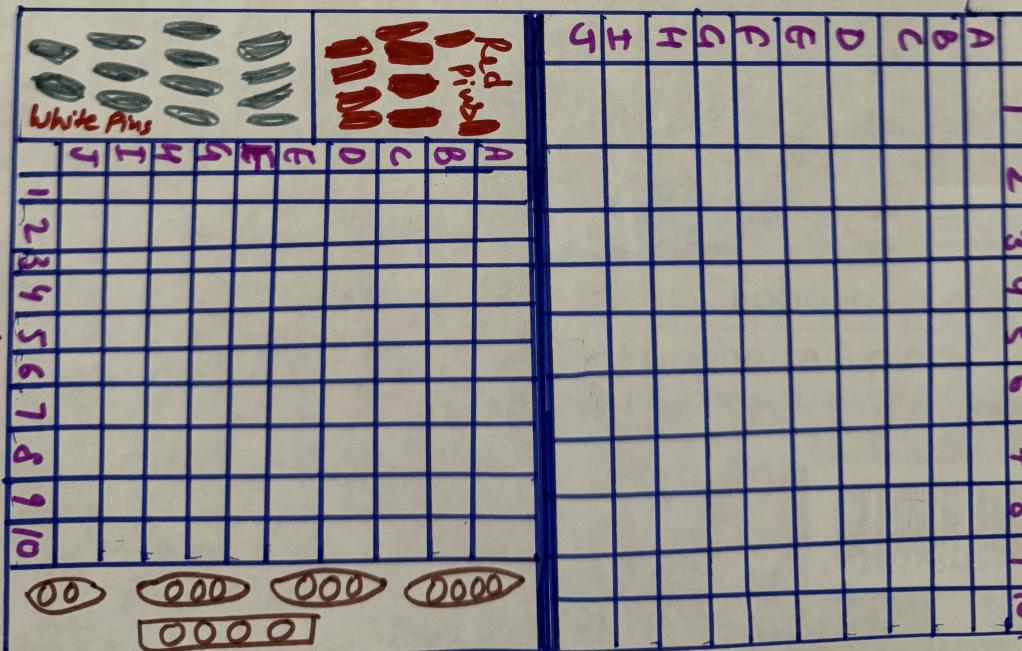


BASIC SET UP

Player 1



Player 2



Process.

Player 1 board

Player 2-Board.

	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
A	●									
B	●			○○						
C	●									
D	●									
E	●			●	●	●	●			
F	●	○								
G	●	○								
H	●	○								
I	●	○	○	○						
J	●	○	○	○						

S H I P S

Explained STEPS

① Player1 calls E3, then Player2 will put red in his battleship board.

Now, E3 hits the ship, Player2 responds hit.

② Then P1 will put his red pin on E3 on the upward board to keep the track of P1 hit or miss.

③ P2 calls F2, then P1 will place red pin in his battleship board in coordinate (F,2).

Now, it does not hit the ship, then P1 respond miss.

④ P2 will put his white pin on his up board to keep track of Player1 ships.

⑤

Loop.

Last → when all the ships of any player sinks.

Step

Game Ended.

Feedback DOCUMENT

I took review of my game Design from my roommates

- ① Clarity → Design was clearly drawn, and understandable.
- ② Completeness → Yes, all the components and elements of the game was included.
- ③ Consistency → It is consistent, both boards for Player1 and Player 2 are similarly.
- ④ Scalability → Yes, it can make changes in future.
- ⑤ Usability → Layout, Colours and format is considered while drawing.
- ⑥ Requirements → Yes , requirements were met.
- ⑦ Technical feasibility → The design is Quite simple and Could be implemented.
- ⑧ Optimizations → It should add notifications, sound and Chat options.
- ⑨ Security → More games like this exist, so idea could match,
- ⑩ Innovation & Creativity → It should be made to play with Computer too.