

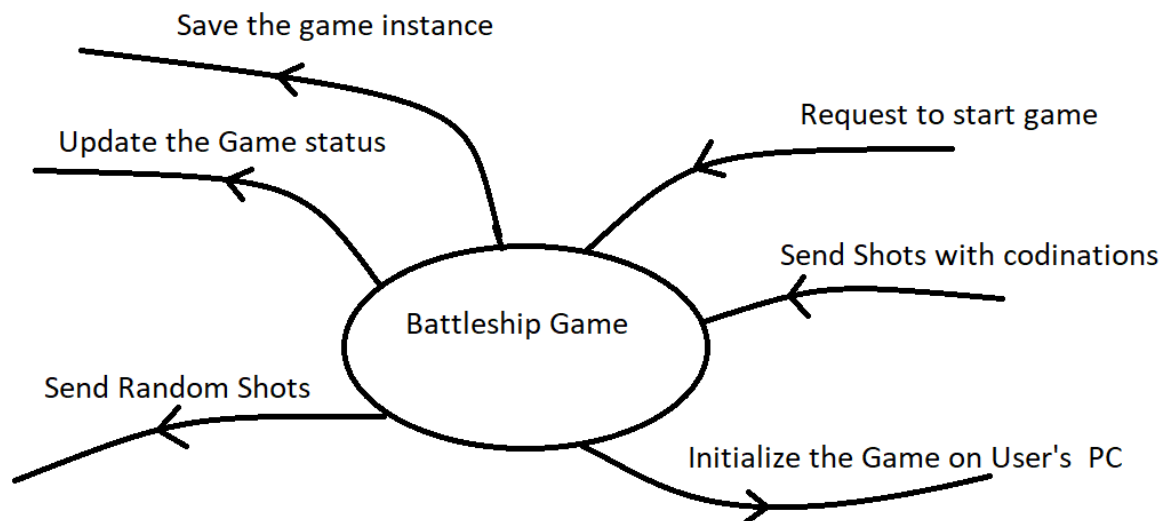
Battleship Game Implementation

1. Requirement

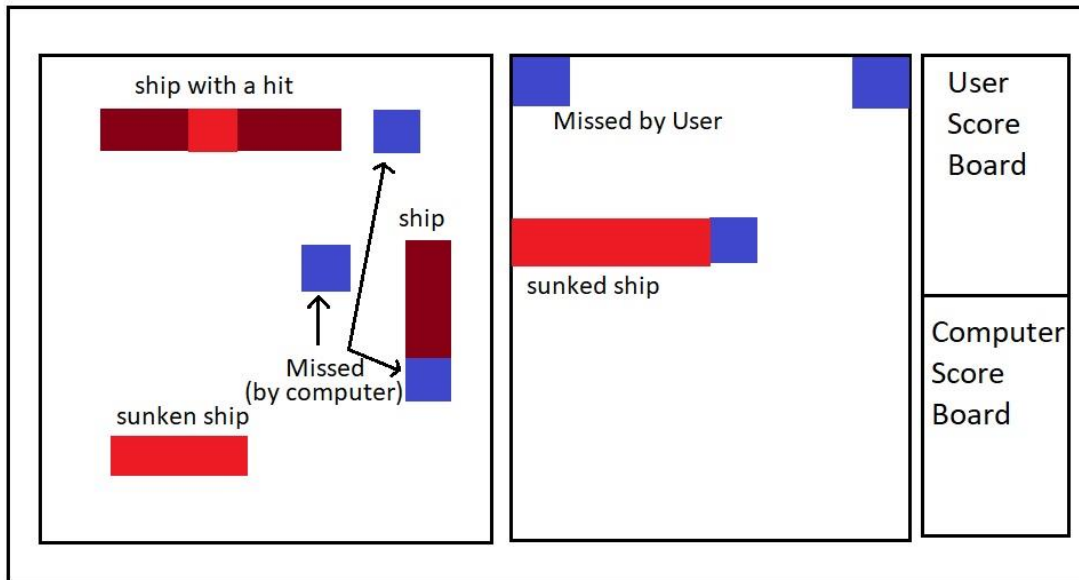
Design and develop the Battleship Game which can play User vs Computer. Objectives as follows.

- User can create 1 Battleship with 5 square, 2 Destroys with 4 square.
- Game board is a 10 x 10 square grid with A to J Letters for columns and 1 to 10 numbers for rows.
- User should have another grid with same dimension and figures to fire at computer's ships.
- Once the game initialized, Random 1 Battleship with 5 square, 2 Destroys with 4 square should set for the computer.
- When a ship get hit by a shot, it should indicate to User (for both side in game grid and firing grid)
- Once all ships are sunk, Winner should be enounced (User or Computer)
- Should use API to preform task.

2. High level Design



Level 0 Diagram : Battleship Game



3. Tools and Technology

- C# as backend language
- ASP.NET web API to perform tasks
- JQuery and ajax to frontend view
- Kendo UI framework to interface design (Grid View)

4. Resources

Kendo UI Framework

<https://demos.telerik.com/kendo-ui/grid/index>

Battleship Game play

<https://www.youtube.com/watch?v=4gHJ1YLomrs>