Team: Tyler Scott Chris Rhoda

Jackson Markowski

Sean Moss

Title: Battleship

Description: A graphical user interface version of the famous game, Battleship. Two players can play a local game of Battleship with extended features such as randomly-generated islands containing rewards, scout planes, air strikes, and the ability to move placed ships. Also, the players will be able to save the game and load it again at another time.

Functionality:

- Two players can play a local game of Battleship with extended features
 - o Randomly-generated islands with possible rewards if hit by a player
 - Placed ships can be moved a single grid space as long as the ship hasn't been hit by an enemy and the placement of the ship doesn't overlap an already-targeted grid space
 - o Each player gets an air strike, which will destroy a full enemy ship, if hit
 - Each player gets a scout, which can search any 3 grid spaces for islands or enemy ships
- System stores all-time high scores with corresponding names of players
- Players can save the game state and load it again at another time

Stretch Functionality:

• Allow a player to play against the computer