Project Instruction

This project asks you to design a game program with all the skills we learned throughout the semester. You are required to finish a program of Battleship, a game which is about guessing where your opponent positioned his/her battleship. Your task is to design a program to play this game with other teams of your classmates. The rules will be explained by the instructor in the class. You may also refer to following links to get more details regarding the rules.

Link:

https://en.wikipedia.org/wiki/Battleship_(game)

https://youtu.be/4gHJlYLomrs

Submission:

Submit the *Project Sheet* to the *Final Project* Section on moodle as a submission to the Project. Find one member within your team to submit it. The *.ipynb* files must be uploaded to your moodle as well by then.

Required files and their name:

TeamX_ProjectSheet.doc

TeamX.ipynb

Due: 23:59 2021/12/24, No late submission.

General Requirements:
- Creative design
- Useful functions
- Have fun

Specific Requirements:
- Finish your program in one Jupyter notebook
- Implement all the basic functions
- Design additional functions
    1. Improve the functionality
    2. Improve the gameplay
    3. Require 10 additional functions
    4. Only the first 10 will be graded

Grading:
- Basic Functions   40%
- Additional Functions   50%
- Peer Evaluation   10%

Note: These Project Notes are subject to change by the instructor by either verbal or written statement.