

# Project 1

< Battleship Game >

( Lite )

CSC-5 42483

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4/23/2018

## **Introduction**

Game: Battleship

Battleship is a board game in a naval war setting.

The original battleship game is played between two players, and the goal of each player is to guess the locations of their opponent's ships on a two dimensional grid. Each player is given a fleet of ships, with varying amount of space they take up on the grid, located in any way the player chooses. For every space on the grid a ship occupies, it determines how many hits it can take before it is destroyed. If a part of a ship is on the coordinates on the grid which was attacked, all the remaining spaces which the ship occupies must also be attacked in order to destroy the ship completely. Players take turns guessing out loud what coordinates on the grid they strike. On the receiving end of the attack, the player must announce whether or not the strike was a miss or not. If the player lies, this would constitute as cheating. The player who has all their ships destroyed is the loser.

## **Summary**

Project size: 220 lines

Number of variables: 12 variables

This projects contains concepts that were included in chapters 2-5 in the Gaddis 8<sup>th</sup> Edition book.

In order to make a proper, full-fledged battleship game, concepts such as arrays that appear later on in the course would be required. As a consequence, a very stripped down version of the game could only be done, hence the word "Lite" included in the title. Nevertheless, it still has a core mechanic of the main battleship game, which is to guess where the enemy is in order to win.

There is still more potential work to be done with the current concepts provided, but poor time management got the better of me.