Battleship game

One simple case:

Actor:

Battleships

* Properties: **hull** is the same as hitpoints. If hull reaches 0 or less, the ship is destroyed
* **firepower** is the amount of damage done to the **hull** of the target with a successful hit
* **accuracy** is the chance between 0 and 1 that the ship will hit its target

USS StrongArm battleship: need a battleship class

Properties:

* **hull** - 20
* **firepower** - 5
* **accuracy** - .7

method: attack, retreat, destroyed,

the Alien ships: need an alien ship class

properties: need math.floor(math.random()) method

* hull - between 3 and 6
* firepower - between 2 and 4
* accuracy - between .6 and .8

method: attack, destroyed

A game round functions or methods:

* You attack the first alien ship

Function to launch an attack

* If the ship survives, it attacks you------ means I missed, I will get hit once

How to find if I was missed?

Function to check alien health after an attack-- If hull reaches 0 or less, the ship is destroyed

If it is not destroyed, it will launch an attack back

Then function to check my ship health, if hull reaches 0 or less, my ship is destroyed and game over.

* If you survive, you attack the ship again

If my hull >0, launch another attack

* If it survives, it attacks you again … etc
* If you destroy the ship, you have the option to **attack** the next ship or to **retreat**
* If you retreat, the game is over, perhaps leaving the game open for further developments or options
* You win the game if you destroy all of the aliens
* You lose the game if you are destroyed