

# Battleships

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Try to beat the Computer by guessing where the computer's ship are before the computer destroys yours

Each game can vary in the number of ships employed but a common practice is to have 5 ships of differing size (2 to 5) squares. An aircraft carrier is 5 squares long, a battleship is 4 squares long, both a submarine and a destroyer are three squares long and a patrol boat is two squares long. The player must place their ships on a grid of ten columns by ten rows. These represent the location of the ships on a battlefield. Where the first grid is their own ships, the second one (which is blank at the beginning of the game) is a mirror of their opponent's battlefield.

	1	2	3	4	5	6	7	8	9	10
A	■	■						■		
B								■		
C		■	■	■	■			■		
D								■		
E				■				■		
F				■				■		■
G										■
H										■
I							■			■
J		■	■	■						

## Game Rules

A person picks a square at random. If the square has a ship it will be marked as a hit and another turn is allowed until a miss is recorded. Then the computer will take its turn. As soon as the attacking player misses, whether it is the first or fifth guess, the tables are turned and the second player may now start making guesses in exactly the same way.

## Hints

1. You will need two grids one for your ships and one for the computer's ships
2. Before starting the ships will need to be positioned, both for you and the computer (whose ships you can't see)
3. You will need to keep track of what squares have been played and where the ships have been placed for both grids
4. Try to Prototype the game with a smaller grid

## Improving the Game

1. Targeting/picking the square
2. Sound effects
3. Introduction
4. Scoring
5. Making it two player with 1.4 messaging

Don't forget to upload the game and check your progress each week