

Battleship Manual



Programmierprojekt FS 2015

Mark Iandovka, Ioana Mazare, Yannick Rümmele, Renat Sakenov

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Overview

Battleship is a real-time strategy game where the objective is to destroy all enemy ships on the playing field. Each player is assigned a 10x10 grid where they can place a certain amount of ships, as decided by the game mode. Then, the players take turns guessing where the other players' ships are, until all enemy ships are sunk.

Installation Instructions

To install Battleship, save the .jar file, and open it with a Jar Launcher or Java Runtime. This can also be done using terminal. You need Java 1.8 to run Battleship.

Playing Battleship

Game Modes

There are several game modes in our implementation of Battleship:

Amount of ships

The game-creator has the option of playing with either 5 or 10 ships, this selection is made during the creation of the game.

Amount of shots per turn

The game-creator also has to select between two different shooting options: either the amount of shots you have per turn corresponds to the size of the biggest ship you have left alive, or you get one shot per turn, and if you hit you get one more.

Starting a Game

To start a game, log-in the lobby and select the “New Game” button. In the pop-up you can name the game, and select the game and ship mode you would like to play with.

Upon pressing OK, your game will show up in the list of the existing games on the sever. Your opponent can click the game to enter and press “start” to start the game.

Placing the Ships

Once the game is started, the player positions his ships on the left grid. Upon clicking a field a popup prompts the player to select the type of ship they want to place, and the orientation. Ships are placed down/right of the field selected, the space occupied depends on the type of ship:

Type of ship	Size
Carrier	5
Battleship	4
Submarine	3
Destroyer	2
Patrol	1

Depending on the ship mode you will place either 5 or 10 ships before being allowed to continue. When there are 5 ships, then each type of ship is placed once. When

there are 10 ships, then there is one Carrier, two Battleships, three Submarines, three Destroyers, and one Patrol.

When placing the ships, ships cannot reach out of the game board, and cannot overlap or occupy the same space as an existing ship. Ships can only be placed horizontally or vertically.

After all the ships are placed, the second player shoots first.

Shooting

To shoot, the player must click a field on the right (enemy) grid, and then that the big red button to confirm. You may not shoot outside of the enemy's grid. If the button is gray it is the opponents' turn, or the game is not setup.

Game mode 1

In game mode 1, if you hit an enemy ship, then you are granted another hit. This can go on until you miss, in which case it is the enemy's turn.

Game mode 2

In game mode 2, the amount of shots you have corresponds to the biggest ship that you still have in the game. At the beginning of the game, you start with 5 shots, but if your carrier is destroyed you only get 4 etc.

Ending the Game

When you destroy all the enemy's ships, you win, and the game is over. You may close the game to return to the lobby and create another game or chat with other users connected to the server. To chat with a specific player, click their name in the list of connected users and the chat window will open.

Exiting the Game

To exit Battleship, just close the lobby window.