Program 4

COMP 110
Summer II 2012

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7/13/2012
Battleship
Battleship

- Create a one-sided version of the classic game
  - Human v. Computer
  - Find and sink all of the computer’s randomly placed ships
Five Main Tasks

1. Initialize the Game Grid
2. Place Ships Randomly on the Grid
3. Attack the Computer’s Ships
4. Handle Mouse Clicks
5. Display the Game
Extra Credit Opportunities

- Add sound to the game
- Change the program from using constants to enumerated types
- Alert the user to which ship was destroyed
Skeleton Code Provided...
Early Code Check

- Start Early! Start Early! Start Early!

- This is a big program

- An early code check is due on Thursday
  - The program does not need to be finished, I’d just like to see that you’ve started
  - Late days are not applicable to the early code check
  - I will provide some feedback on what you’ve done so far before that weekend
Program 4 Due Date

- Early Code Check on Thursday
  - 9:45 am on Sakai

- Program 4 as a whole is due on July 24
  - If you still have late days, Program 4 must be turned in by July 25
  - I will not accept any assignments after 9:45 am on July 25
Questions?
Logistics

- Tomorrow:
  - More on Inheritance

- Assignments
  - Lab 6 is due on Monday
  - Program 4 Early Code Check is due on Thursday
  - Program 4 is due on July 24