CS4530 Final Project: Battleship Game

Section 4, Group 415

Bryan, Kenechukwu, Maeve & Michael

Our Feature

We have developed a new game feature for our Covey.Town implementation: Battleship. During this semester, we found it entertaining to work on ConnectFour and TicTacToe, but we wanted to implement a more challenging and tactical-based gameplay that requires skillful maneuvering. Most of us have likely played the iMessage version of the game with friends and think that this addition to the Covey.Town world would create a more enjoyable user experience. After completing IP1, we determined that a similar turn-based board game would be something of interest for all of the people in our group.

Our Technology Stack & Design

Building on the existing Covey.town codebase, we implemented the Battleship game in a similar manner as ConnectFour or TicTacToe. Players take turns choosing where they want to place a bomb on their opponents grid. When a player enters the area of the pool table with the battleship game' in CoveyTown, they can choose to press space and enter the game. Players can leave anytime, but once two players ready up, the game begins.

Future Work

As many games in Covey.town are buildable, battleship is no different. We would love to implement the ability to rematch the same opponent when a game ends, this could build a sense of rapport and make the game more enjoyable. Additionally, we want to be able to see a player's wins and losses against the bot. This could add into the 'training' aspect of the bot functionality. Lastly, adding animations that display hitting the opponent's ship, missing in the water, and even turning the ships would enhance the project significantly.

Our demo site is available at https://app.covey.town,, and our code at https://github.com/neu-cs4530/spring24-project-s24-group-415