

SEA BATTLE

User Manual



Figure 1 — The main menu screen.

Sea Battle is a two-player naval strategy game. Secretly place your fleet on a 10x10 grid, then take turns firing at your opponent's board. Use special weapons wisely to sink all enemy ships before they sink yours.

Platform	Linux (Ubuntu / Debian)
Players	1–2 (Player vs Player or Player vs AI)
Grid size	10 × 10
Ships per player	10
Restart	Click Restart button or press R

1. Getting Started

Launch the game and the main menu appears. You must choose a game mode before play begins.

Game Modes

Two Players	Two human players take turns on the same machine. Each player places their own ships in secret, then attacks in turn.
Player vs AI	One human player competes against the computer. The AI places its ships automatically and attacks randomly.

Click the button for your chosen mode to proceed to the ship placement phase.

2. Placing Your Ships

Before battle begins, each player must place 10 ships on their own board. In Two Players mode, Player 1 places first, then Player 2. In Player vs AI mode, only you place ships — the AI places its fleet automatically.

How to place a ship:

- Your board is shown on the **left**. The enemy board is on the **right**.
- Click any cell on **your own board** to place a ship there.
- Ships are shown as **green** cells.
- Ships **cannot touch** each other — not even diagonally. If a placement is invalid, a warning message appears at the top and no ship is placed.
- Repeat until all 10 ships are placed. The counter in the message bar tracks how many you have left.
- Once all ships are placed, the attack phase begins automatically.

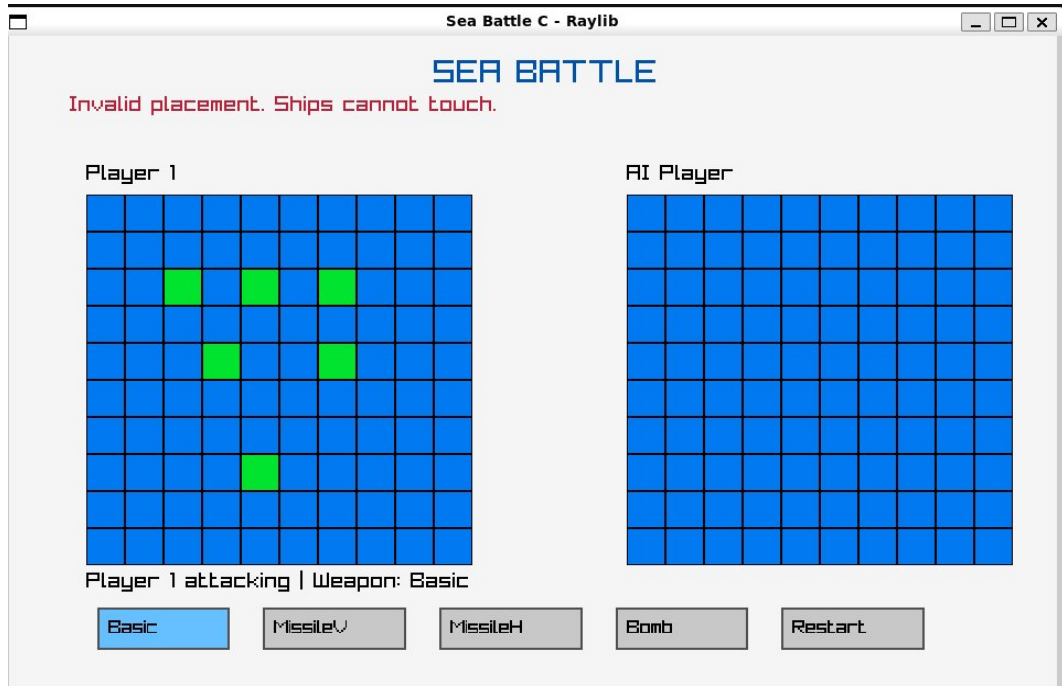


Figure 2 — Ship placement phase. Green cells are placed ships. The message at the top warns about an invalid placement attempt.

3. Reading the Board

Each player has a 10×10 grid. During the attack phase, both boards are visible on screen simultaneously — your board on the left, the enemy's on the right. Cell colours tell you everything:

 Unknown / Untouched sea	 Your ship (visible to you only)
 Hit — a ship was here!	 Miss — empty water

Your own ships are always visible to you on your board. The enemy's ships are hidden — you can only see where you have already fired.

4. Attacking

During the attack phase, players alternate turns. On your turn:

- **Select a weapon** using the buttons at the bottom of the screen (or leave Basic selected).
- **Click a cell on the enemy's board** (right side) to fire.
- The result — hit or miss — is shown immediately by the cell colour changing.
- The turn then passes to your opponent.

The status bar below the boards always shows whose turn it is and which weapon is currently selected.

5. Weapons

Each player starts with a set of weapons. Special weapons can each be used only once — choose the right moment to deploy them. The Basic weapon is always available with unlimited uses.

Weapon	Effect	Uses
Basic	Hits a single cell. Always available.	Unlimited
MissileV	Fires down an entire column — hits every cell vertically.	1
MissileH	Fires across an entire row — hits every cell horizontally.	1
Bomb	Explodes in a 3x3 area around the target cell.	1

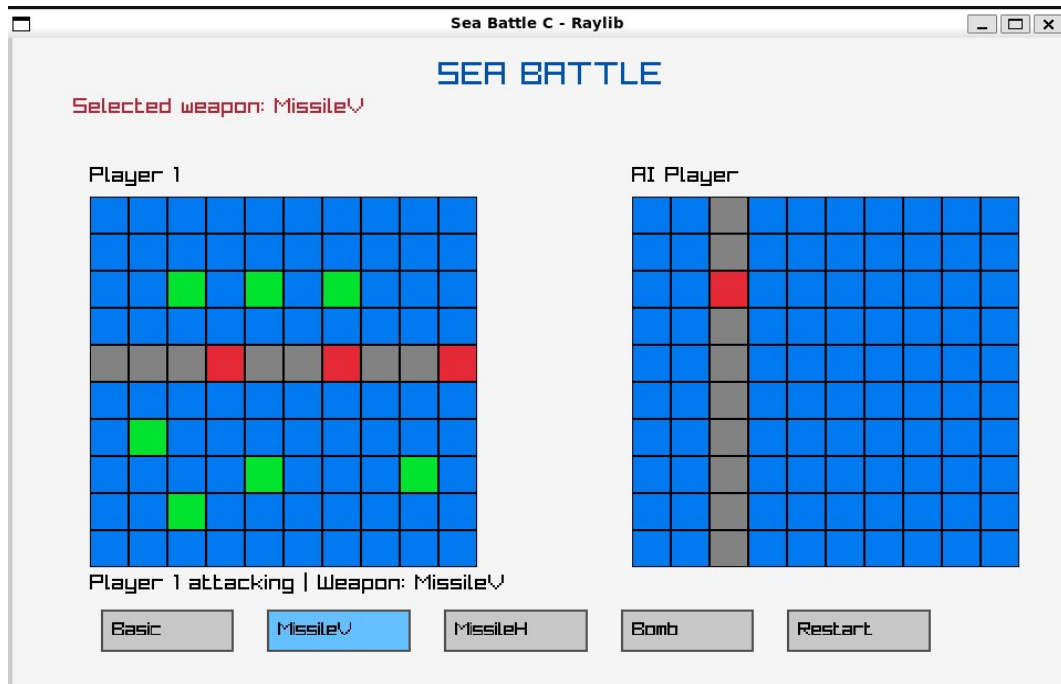


Figure 3 — MissileV selected (highlighted blue). The entire column on the AI's board has been struck — gray cells are misses, red cells are hits.

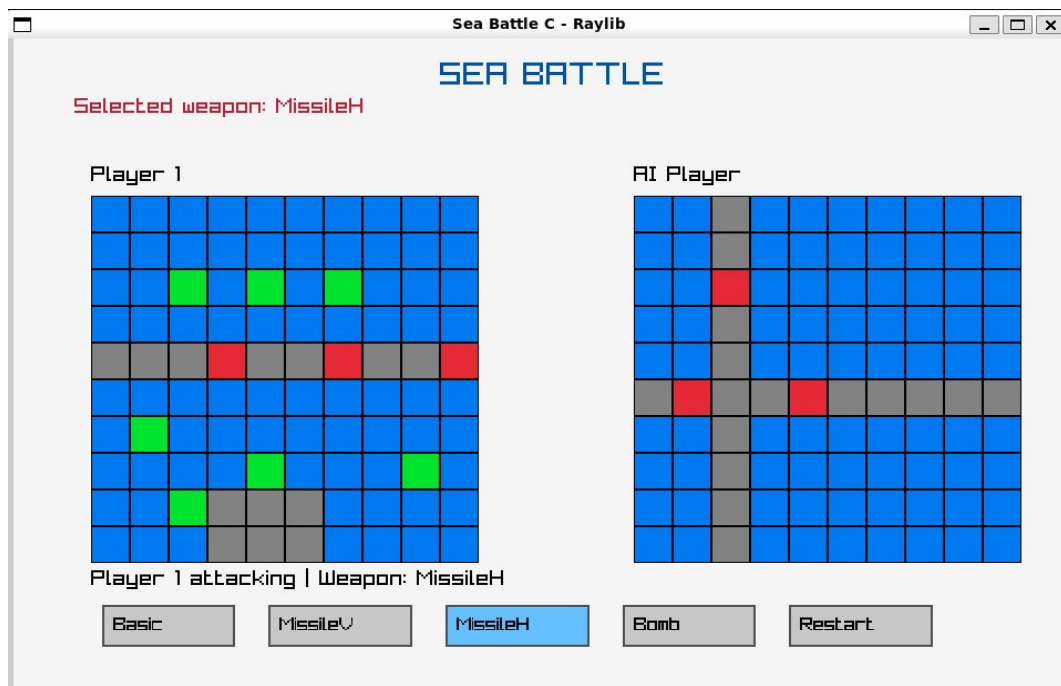


Figure 4 — MissileH in action. The selected row across the AI's board is attacked in one shot.

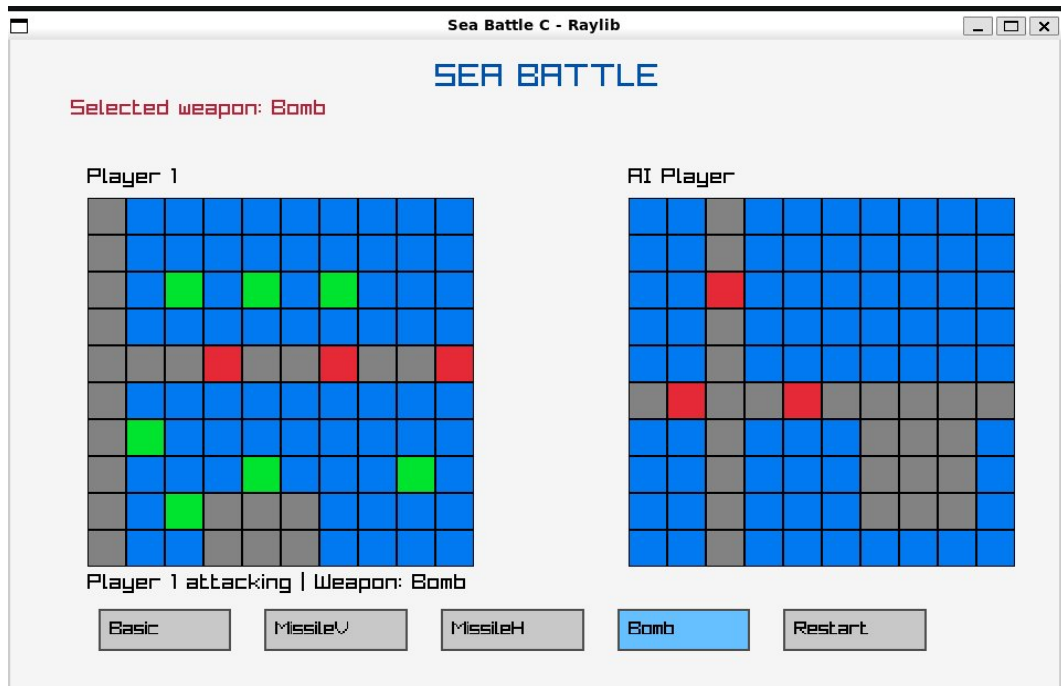


Figure 5 — Bomb selected. The 3x3 area around the clicked cell is hit simultaneously.

6. Winning the Game

The game ends when one player has all 10 of their ships sunk. The winner is announced in the message bar at the top of the screen. Both boards are fully revealed at game over so you can see where all ships were hidden.

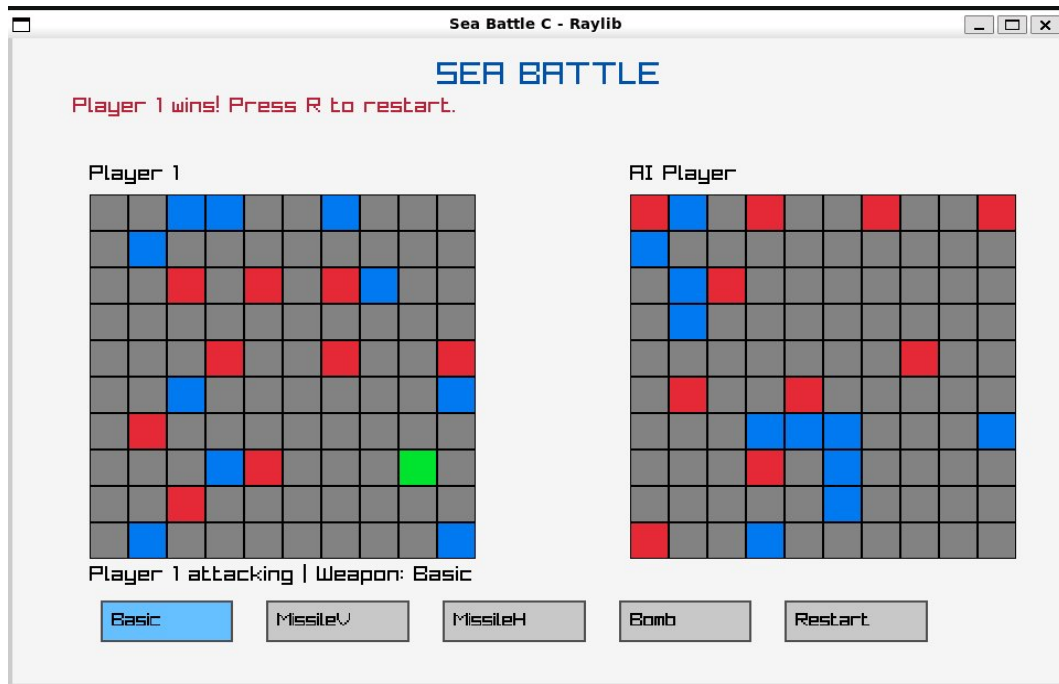


Figure 6 — Game over. Player 1 wins. Both boards are fully revealed. The AI's remaining unhit ships appear as blue cells.

Restarting

At any point during the game — including after game over — you can restart by either:

- Clicking the **Restart** button at the bottom right.
- Pressing the **R** key on your keyboard.

This returns you to the same game mode (Player vs Player or Player vs AI) and resets all boards and weapons.

7. Tips & Strategy

- **Spread your ships out.** Clustered ships are vulnerable to the Bomb weapon's 3x3 blast.
- **Save MissileV and MissileH for late game.** Once you have a rough idea of where enemy ships are, a missile through that row or column can finish them off.

- **Use the Bomb on dense areas.** If you have hit a ship but do not know its neighbours, a Bomb can reveal and destroy nearby ships at once.
- **Watch the AI's pattern.** The AI attacks randomly, so protect your ships by placing them in less predictable locations.
- **Remember used weapons.** Once a special weapon is fired it is gone. The button will disappear from your selection.

Good luck, Admiral. May your aim be true.