

Title: Heuristic Playing Machines for the Game of Battleship

Second Plan - February 14, 2023

Tasks:

1. Model and display the battleship game board.
2. Model and display the warships.
3. Allow users to place warships in desired grids.
4. Develop a “shots” system.
5. Develop a system that recognizes if the game is over.
6. Develop a heuristic machine that places ships and shoots randomly
7. Develop a heuristic machine that intends to follow rules.
8. Develop a new rule for either
 - a. Strategic ship placement
 - b. Strategic targeting
9. Heuristic machine with new rules vs randomly playing machine.
10. Repeat step 8 and 9 until one of the following is true:
 - a. All imaginable rules have been exhausted.
 - b. A very satisfactory set of rules have been implemented.
 - c. No more time available for development.
11. Analyze the result.
12. Reflection