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CSC 466
Sequence of Plans

Title: Heuristic Playing Machines for the Game of Battleship

Third Plan - April 3rd, 2023

Tasks:

1. Model and display the game board.
2. Model and display the warships.
3. Develop a ship placement system.
4. Develop a “shots” system.
5. Develop a function that recognizes if the game is over.
6. Develop a “RandomPlayer” playing machine.
7. Develop a function that lets users play against AI.
8. Develop a function that lets AI play against AI.
9. Develop a “RandomPlayerPlus” playing machine.
10. Develop a “RandomPlayerPlusPlus” playing machine.
11. Develop a “TierListPlayer” playing machine.
12. Develop a “TierListPlayerPlus” playing machine.
13. Develop a “TierListPlayerPlusPlus” playing machine.
14. (Maybe) Develop a “LocationScorePlayer” playing machine.
15. Analyze the result.
16. Reflection