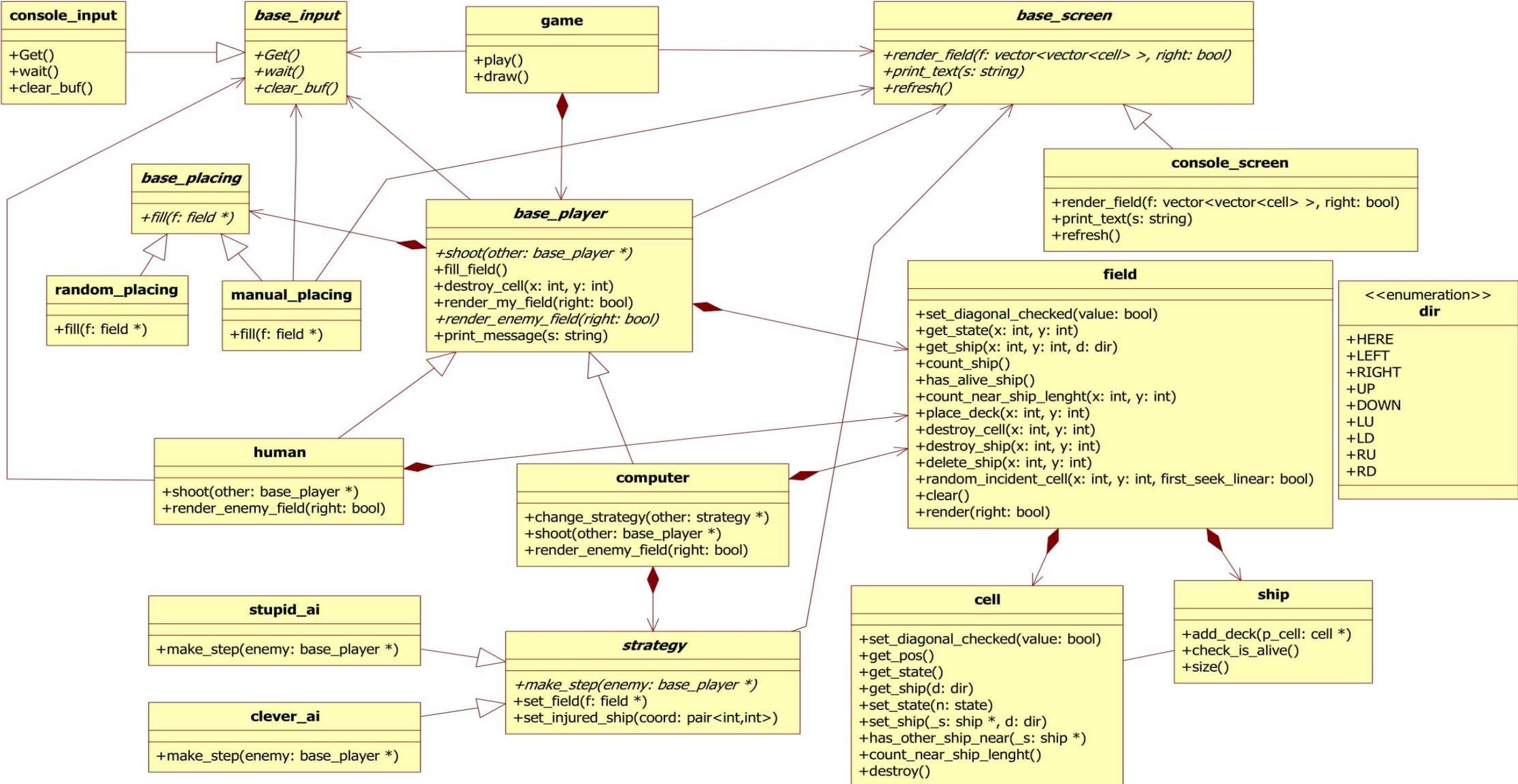


Морской бой

Описание программы

(By Smorvanya)



console_input

- +Get()
- +wait()
- +clear_buf()

base_input

- +Get()
- +wait()
- +clear_buf()

game

- +play()
- +draw()

base_screen

- +render_field(f: vector<vector<cell> >, right: bool)
- +print_text(s: string)
- +refresh()

console_screen

- +render_field(f: vector<vector<cell> >, right: bool)
- +print_text(s: string)
- +refresh()

base_placing

- +fill(f: field *)

random_placing

- +fill(f: field *)

manual_placing

- +fill(f: field *)

base_player

- +shoot(other: base_player *)
- +fill_field()
- +destroy_cell(x: int, y: int)
- +render_my_field(right: bool)
- +render_enemy_field(right: bool)
- +print_message(s: string)

human

- +shoot(other: base_player *)
- +render_enemy_field(right: bool)

computer

- +change_strategy(other: strategy *)
- +shoot(other: base_player *)
- +render_enemy_field(right: bool)

field

- +set_diagonal_checked(value: bool)
- +get_state(x: int, y: int)
- +get_ship(x: int, y: int, d: dir)
- +count_ship()
- +has_alive_ship()
- +count_near_ship_lenght(x: int, y: int)
- +place_deck(x: int, y: int)
- +destroy_cell(x: int, y: int)
- +destroy_ship(x: int, y: int)
- +delete_ship(x: int, y: int)
- +random_incident_cell(x: int, y: int, first_seek_linear: bool)
- +clear()
- +render(right: bool)

<<enumeration>>
dir

- +HERE
- +LEFT
- +RIGHT
- +UP
- +DOWN
- +LU
- +LD
- +RU
- +RD

cell

- +set_diagonal_checked(value: bool)
- +get_pos()
- +get_state()
- +get_ship(d: dir)
- +set_state(n: state)
- +set_ship(_s: ship *, d: dir)
- +has_other_ship_near(_s: ship *)
- +count_near_ship_lenght()
- +destroy()

ship

- +add_deck(p_cell: cell *)
- +check_is_alive()
- +size()

stupid_ai

- +make_step(enemy: base_player *)

clever_ai

- +make_step(enemy: base_player *)

strategy

- +make_step(enemy: base_player *)
- +set_field(f: field *)
- +set_injured_ship(coord: pair<int,int>)

Особенности программы

Плюсы

- +легко модифицировать под другое графическое отображение или способ ввода
- +простая работа с полем для игроков
- +удобное для восприятия отображение поля

Минусы

- сложное внутреннее устройство поля
- невозможность вывода на экран поля большего размера
- одна из стратегий привязана к формам кораблей