

## Program Analysis with App Inventor: Battleship Worksheet

1. Play the game with your partner (like Hasbro®'s Battleship®). You can play with a real Battleship game or use the grids below to hide your ships and mark hits and misses.
  - a. Draw five "hidden" ships in boxes
  - b. Take turns calling out location (for example, C7)
  - c. Partner responds with "hit" or "miss"
  - d. Keep playing until one player discovers all five ships

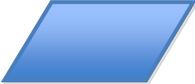
### Player 1

	1	2	3	4	5	6	7	8	9	10	
A											
B											Scout Ship
C											
D											Submarine
E											
F											Destroyer
G											
H											Battleship
I											
J											Aircraft Carrier

### Player 2

	1	2	3	4	5	6	7	8	9	10	
A											
B											Scout Ship
C											
D											Submarine
E											
F											Destroyer
G											
H											Battleship
I											
J											

2. Work with partner to create a flow chart on a separate piece of paper that shows the steps you could follow to play this game. Below are some standard flow chart symbols to incorporate in your design.

<b>Flow Chart Symbol</b>	<b>Meaning</b>
	Start and end
	Step
	Decision
	Action
	Flow line

3. Test and improve your flow chart by playing the game by the rules you establish in your flow chart.