**Battleship Game**

To create the battleship game, you will primarily use formatting features. Each workbook should contain two formatted worksheets – one for the player’s own ships, and one in which to mark hits on the “enemy’s” ships.

**Rename Sheets**

1) Click the Sheet1 tab at the bottom of your spreadsheet window. Right click to get the pop‐up menu, then choose rename. Type the new name in the tab.

2) You can also double‐click the sheet tab and type in the new name. Call the first sheet Enemy Ships.

3) Click or double click Sheet2 tab and rename Sheet2 My Ships.

4) Return to the “Enemy Ships” tab to begin formatting the first game board.

**Set up Game Board**

1) Adjust column width and row height to create larger, square cells.

 a) Put your cursor over the column label A, and drag over to column J. You should have columns A – J highlighted.

 b) With your cursor still in the grey column heading area, position it over the boundary line between two column headings. The cursor should look like a double‐headed arrow. Click and drag the cursor to change the column width. As you drag, a yellow “sticky” label appears. Use that as a guide to set the width to 50 pixels (or eyeball the size). When you release from dragging, all 10 columns should be the same narrower size.

 c) Position your cursor over the row one heading number one. Drag down until 10 rows are highlighted. With your cursor still in the grey row heading area, position it over the boundary between two of the rows so it looks like a double headed arrow. Drag the boundary down until the yellow “sticky” indicates 50 pixels (or eyeball the size).

2) Color the cells of the 10x10 grid and display all cell borders.

 a) Highlight the range A1:J10. This should create a square 10 columns wide by 10 rows deep.

 b) Using the paint bucket button in the Home Tab, Font group, choose a light blue color to fill

 the highlighted area.

 c) After setting a fill color, the gridlines disappear. While the game board area is still selected, use the borders button next to the paint bucket and choose the selection for All Borders.

3) Format cell alignment so text is centered vertically and horizontally in all game board cells.

 a) With the range A1:J10 still selected, under the Home Tab, Alignment group, click the button

 for vertical centering and the button for horizontal centering.

4) Copy game board to second worksheet My Ships.

 a) With the range A1:J10 selected, choose copy. Click the tab for My Ships at the bottom of the

 workbook screen.

 b) In the new worksheet, click the Paste button at the left end of the Home ribbon. Choose

 Paste Special from the menu. In the dialog box, click the radio button for Formats and then

 click OK.

SAVE THE WORKSHEET.

Enter their ships’ positions. Use the following key for number and size of ships.

Number of Ships Ship Length Color

1 Aircraft Carrier 6 squares Orange

2 Battleships 5 squares Yellow

2 Destroyers 4 squares Light green

2 Submarines 3 squares Grey

1 Cruiser 2 squares Light Red

**Color Ships**

1) Select the “squares” or cells where the ship should be located. Use the paint bucket to change

the fill color of cells for ships. Note that the ships are entered only in the My Ships worksheet.

SAVE THE WORKSHEET.

**Playing the Game**

1) Two students play together, and use laptops or turn the monitors so they can not see each

others’ screens.

2) Decide who goes first.

3) That player calls out the column and row – i.e. “C5”.

4) The opponent answers hit or miss.

5) On the sheet Enemy Ships (NOT where your ships are!), the player marks an H for hit, an M for

miss, or an HS for hit and sunk (or color the cells of the sunk ship black). If you get a hit, you get a

second guess.

6) Now the opponent gets to call out a column and row. The player looks at the My Ships sheet

and marks an H or an M, depending on if a ship is hit or not.

The first player to sink all of the opponent’s ships is the winner.