

Battleship Game - Project Writeup

1. What was the most challenging piece of this assignment? Did you find it easy or challenging to work with HTML and CSS? How long did this overall assignment take you?

One of the challenging parts of this assignment was keeping the layout of the whole website inslucde homepage and subpages consistent, which I didn't started that way. At first, I only had the header and navbar the same across all pages. Then I added the sidebar and footer to the shared layout while working on other pages.

Another challenge was ensuring that the game layout remained visually appealing and functional while i keep adding on ship sizes, hits and misses on top of the game board.. Implementing the CSS grid for the game board while keeping the alignment consistent was tricky because of the default and non-inheritable box sizing attribute, which took me some time to figure out how to use border-box to the entire websites. Overall, this assignment took me a few days to complete. I spent a lot of time on the layout to make it more visually appealing.

2. What decisions did you make when you made your site mobile-friendly?

To improve mobile responsiveness, I made several adjustments, including changing flexbox direction for layout elements and using CSS media queries to modify styles for smaller screens. For example, I adjusted the game board size and grid layout to fit within smaller viewports while keeping the gameplay experience intact. Additionally, the navigation bar and sidebar were optimized to collapse or adjust dynamically to avoid clutter on mobile devices.

3. What did you take into account when you developed the design of your website? Is there anything that you're particularly proud of?

When designing the site, I started with an OK and moderately good-looking and visually engaging interface that matched the theme of a Battleship game. During developing blocks of contents for other usbpages, I gradually improved the whole layout of the website to make some components consistent. One feature I am particularly proud of is the styling of the game grid and how the **hit/miss indicators** are displayed dynamically. The hover effects and button interactions also contribute to a more polished user experience.

4. Given more time or resources, what additional features would you add to your site in the future?

If I had more time, I would love to add some **SVG icons** for a cleaner look as the professor suggested, some **animations** to make interactions feel smoother, and a more **refined breadcrumb navigation** for better UX.

5. How many hours did you spend on this assignment?

Not sure how many hours exactly, but I worked on this for about 4 days.

6. If you used code or design from somewhere online, please mention it here. Furthermore, if you imported a file to use a Fonts or Icons library, please indicate that here as well.

I used Google Fonts (which was recommended on Mozilla for CSS font styling) and imported **Josefin Sans**, **Rubik**, **Caveat Brush**, **Quantico**, **Silkscreen**, and **Oxanium** for different text elements to have some changes when viewing the website.