

Date: April 2, 2025

Reviewer Name: Priya Verma

Reviewer Background: Computer Science undergrad, has played Battleship before

Feedback Summary

Clarity:

- The overall layout made sense
- “How to Play” could be made more visible or pop up automatically for first-time users

Completeness:

- All the screens are there
- Could add a loading screen or animation when switching turns

Consistency:

- Button styles are good, but "Play" is red while others are green/blue — maybe make them all same style or clarify what red means
- Font sizes could be more even

Scalability:

- Looks ready for adding features like sound effects, difficulty levels, or user profiles later

Usability:

- The drag and drop ship placement was easy to understand
- Could have a confirmation prompt before firing, to avoid accidental clicks

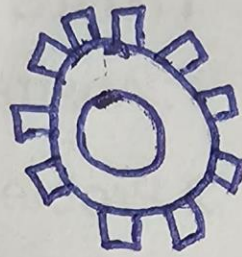
Innovation and Creativity:

- The grid design is clean and simple
- "Invite" button is a nice touch — could add a copy-link or text-field box for clarity
- Suggestion: Add some sea-themed animations or ship sounds in the future

Suggestions:

- Add a “Rotate” button to the ship placement page

- "Your Fleet" and "Enemy Waters" labels could be made more visually distinct (different colors, styles, or borders)



BATTLESHIP

Play

Multi-Player

How to Play

Choose Game Mode

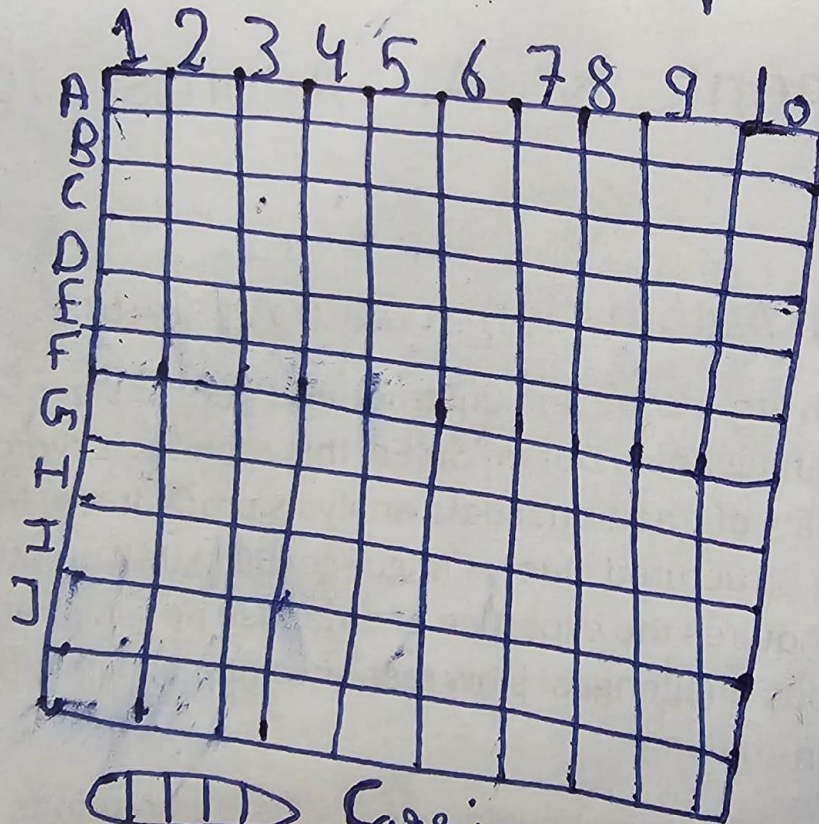
Solo VS AI

Play with
Friend

Online

Invite

Place your Ships



Carrier
Battleship
Sub
Destroyer

Auto Place

Ready

Your Turn

Your
Fleet

1 2 3 4 5

A					
B	○				
C					
D	○	○			

Enemy
Waters

X				○	
	X	X			
X					○
○		X	X		
○					○

Ships left: 3
Enemy: 2

Undo

Fire