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**Course Code: ISTG6010**

**Interview Summary Report: Digital Adaptation of Battleship**

The interview explored the traditional Battleship game and its potential digital transformation. The expert described Battleship as a strategic board game where players position ships on a grid and attempt to locate and sink their opponent’s fleet through a hit-or-miss method. The game is engaging due to its mix of strategy and luck.

The expert highlighted that a digital adaptation could enhance gameplay with real-time feedback, animations, AI opponents, and customizable features such as ship designs and multiplayer modes. One major challenge in the traditional game is manually tracking moves, which a digital version could streamline, making the experience smoother and more enjoyable.

Visual elements are also crucial, with customization options allowing players to personalize their experience. The expert emphasized the importance of accessibility, suggesting features like text narration, adjustable font sizes, and compatibility with assistive technologies to ensure inclusivity.

AI opponents could provide varied difficulty levels, adapting to a player’s skill to enhance solo play. However, developing a digital version presents challenges such as ensuring consistent performance across platforms and optimizing for different devices while minimizing bugs and lags.

To meet user expectations, the expert recommended focusing on smooth gameplay, responsive feedback, strong multiplayer functionality, and visually engaging elements. Accessibility and customization should also be prioritized to create an immersive gaming experience.