

# Project 2 BattleShip

CHEN Yishuang  
ZHAO Jinke

Github repo: [https://github.com/Cythsic/cs5610Project2\\_JinkeZhao\\_YishuangChen](https://github.com/Cythsic/cs5610Project2_JinkeZhao_YishuangChen)  
Heroku app: <https://cs5610-proj2.herokuapp.com/>

1. What were some challenges you faced while making this app?

The first challenge is in the normal play mode, at first, we design in this way, after the player clicks the button, it will send a dispatch and both the reducer of Player's board and AI's board will catch that dispatch. But here is a bug, if we click the same box in the player's board more than 2 times, it will call dispatch function several times and it will generate multiple random bombs in the AI mode. So how do we solve it? My TALENT partner combines two reducers into ONE! In this way, for the AI board, it can also get the data of the player's board. With this data, we can know if the bomb in the player board is planted or not and further decide whether to plant a new bomb in the AI board or not.

Second challenge is definitely the UI design and how to make the whole system fit different screen sizes.

2. Given more time, what additional features, functional or design changes would you make
  - a. Drag and put method
  - b. Graceful UI
3. What assumptions did you make while working on this assignment?

In both free play and normal play, we assume that the player may like to reset the board while playing and the end of a round. Therefore, we put "Reset" buttons in the game page and the modal after finishing.

4. How long did this assignment take to complete?

Several days less than a week

