

Battleship UI Wireframes

Initial Design Drafts for Battleship Game

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SP25-ISTG6010-01 – Object Oriented Systems

Game Setup Screen

[illegible]

Rotate Ship

Start Game

Carrier (5 cells)

Battleship (4 cells)

Cruiser (3 cells)

Submarine (3 cells)

Destroyer (2 cells)

Gameplay Screen

My Fleet

Attack

Enemy Grid

End Turn

Game Over Screen

You Win / You Lose

Play Again

Feedback Summary

❖ Review Session & Feedback

- **Clarity:** The interface is user-friendly with clear labels. Tooltips or brief instructions could enhance clarity further.
- **Completeness:** All necessary elements are included. A confirmation prompt before ending a turn could be useful.
- **Usability:** The interface is intuitive. Adding a visual indicator for hit/miss tracking could improve usability.

❖ Suggestions for Improvement:

- Implement brief tutorial pop-ups for new players.
- Enhance hit/miss indicators with animations or sound effects.
- Add a “Game Rules” button for reference.
- Allow players to undo ship placements before confirming.