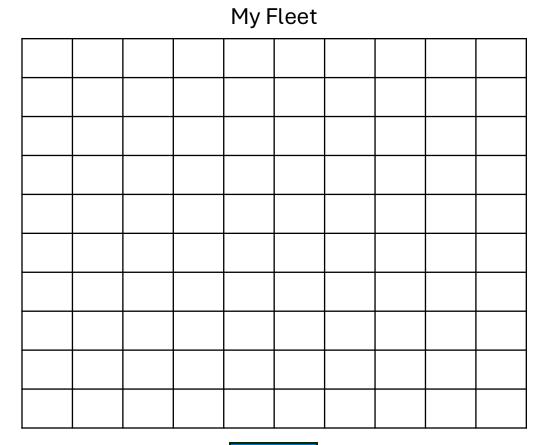
# Battleship UI Wireframes

Initial Design Drafts for Battleship Game
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SP25-ISTG6010-01 – Object Oriented Systems

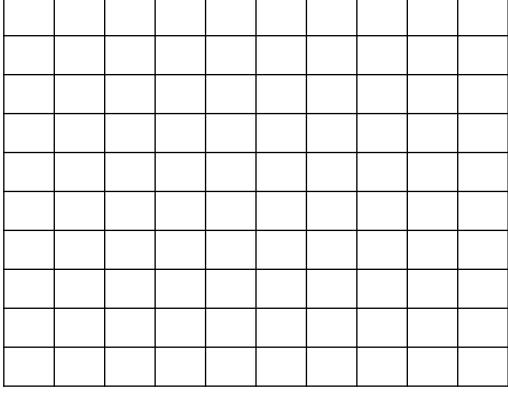
### Game Setup Screen

|  |  |  |  |  | Rotate Ship          |
|--|--|--|--|--|----------------------|
|  |  |  |  |  | Start Game           |
|  |  |  |  |  |                      |
|  |  |  |  |  | Carrier (5 cells)    |
|  |  |  |  |  | Battleship (4 cells) |
|  |  |  |  |  | Cruiser (3 cells)    |
|  |  |  |  |  | Submarine (3 cells)  |
|  |  |  |  |  | Destroyer (2 cells)  |

## Gameplay Screen



Enemy Grid



Attack

**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.