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**Interview Summary Report**

**Introduction**

This paper outlines the main conclusions drawn from a fictitious conversation with a Battleship specialist about creating a digital version of the beloved game. The interview's objective is to learn more about the game dynamics, user needs, and challenges so that the features of the program can be planned.

Key Findings:

* Game mechanics: Ship placement in the game will be non-overlapping on a 10x10 grid. Feedback is given to indicate hits or misses, and players alternately call out assault coordinates
* Target Market: The game is accessible to both adults and children and is intended for casual users. Another important element will be multiplayer capability.
* Challenges: Players usually have trouble recalling squares they have already attacked and placing ships strategically.
* Key Features: Timed matches, sound effects for feedback, score tracking, and multiplayer support are all crucial components.
* User Input: The game will feature both single-player (versus AI) and multiplayer modes, and coordinates will be chosen by mouse clicks.

Conclusion:

The digital version of Battleship will incorporate contemporary feedback methods including sound effects and visual indications while maintaining the traditional grid-based gameplay. Because it offers both single-player and multiplayer options, a broad spectrum of users will be able to enjoy the game.