# **Project 1**

**BattleShot** 

### **Description**

This Project was created using HTML, CSS and JQUERY.

It is called BattleShot, which is a shooting game against an Ai opponent or opponents using battleships.

#### Wireframes link

Landing page: <a href="https://wireframe.cc/SsaHue">https://wireframe.cc/SsaHue</a>

Game page: <a href="https://wireframe.cc/h3jheU">https://wireframe.cc/h3jheU</a>

### **Screenshots**

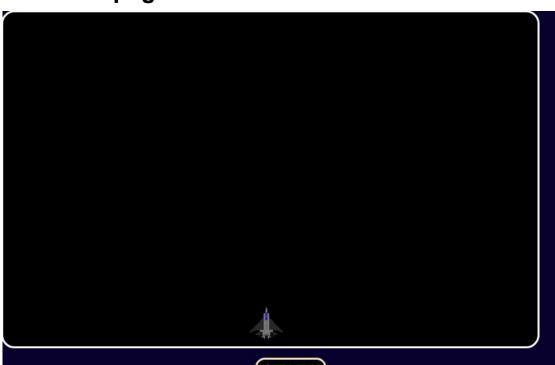
**Landing Page** 

## **BattleShot**

Name:



### Game page



**BattleShot** 

Time:

### **Controls**

Use the left and right arrow keys to move

Use the up arrow key to shoot

### **Features**

- Welcome screen with a form that collects the user's name
- The game screen where the battle occurs
- The User will control the ship's movement using the left and right arrow keys and shoot using the up arrow key
- The Ai ships shoot at the user's ship and also move around the screen
- The Ai ships can take multiple hits before they can be destroyed
- There is a visual notification when the ships take damage
- The game screen has a timer that records how long it takes to complete the game
- There is a game over screen that displays the User's name and the time it took to complete the game. And if the user won or lost.

### **Constraints**

Mostly time. With more time I could have added stages and more Ai opponents, making it more robust