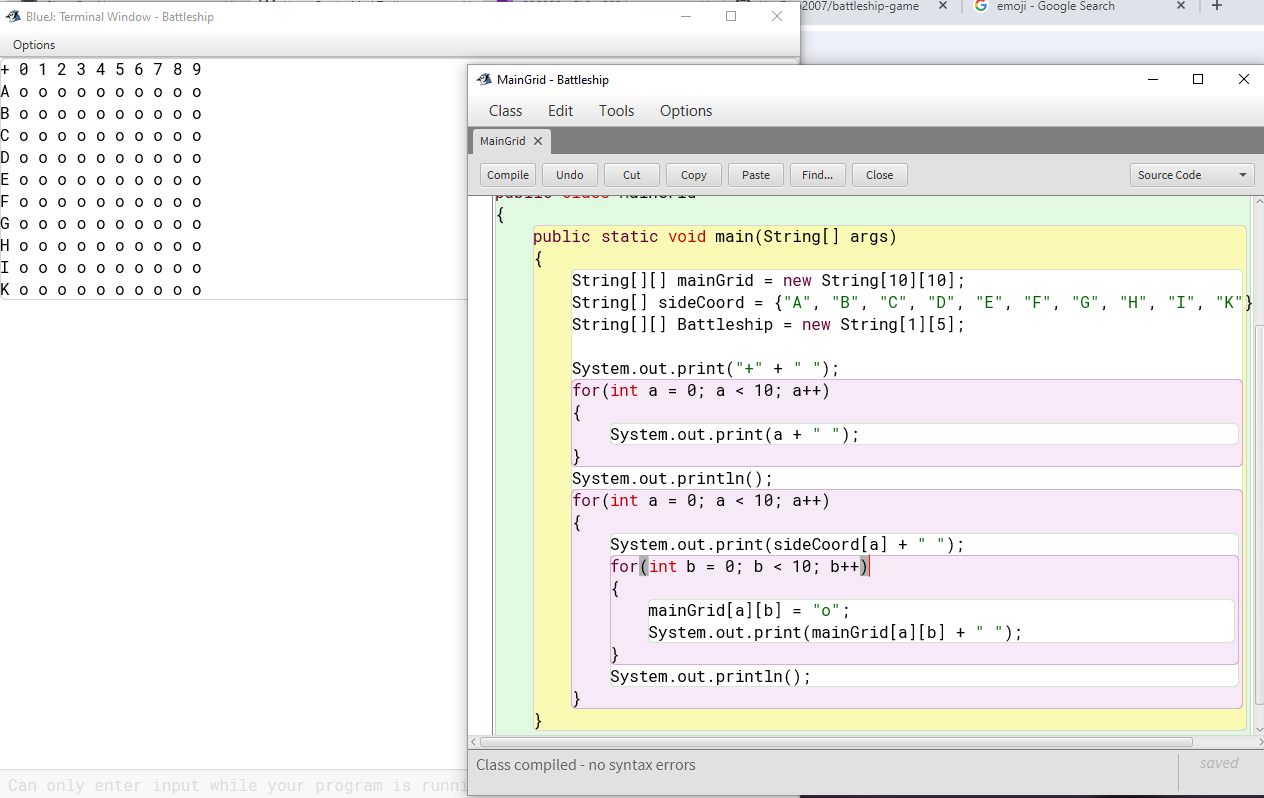
**Trial and feedback**

14/05/2024

Beginning of project

Start to implement demo Grid



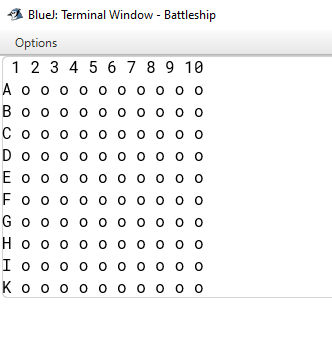
Feedbacks:

“Start the number on top row from one”

“I would remove the + because it looks quite annoying”

*Mr Fairhall*

Grid v1.0.1



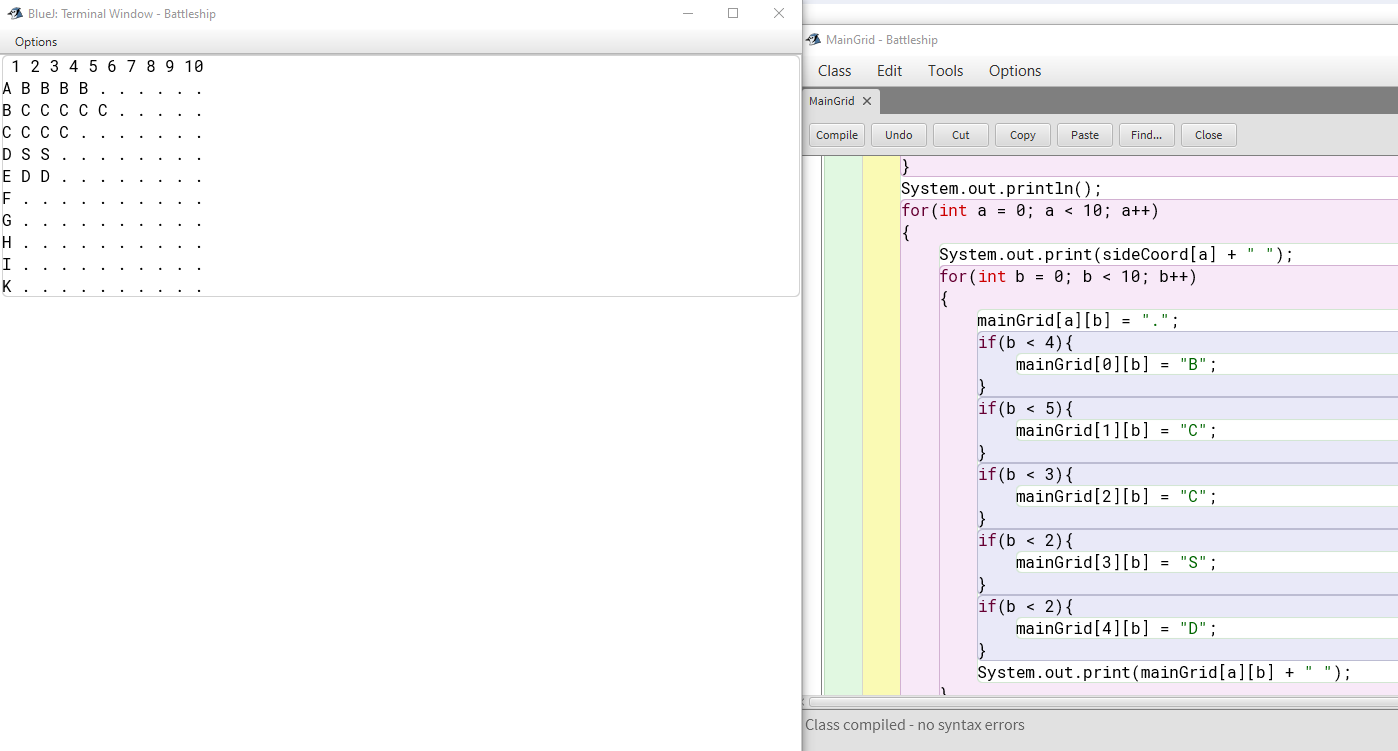
15/05/2024

Start to implement ships

Take the main grid and input each coordinate there for the ships

Using letter to display the ships

B: Battleship – C: Carrier – C: Cruiser – S: Submarine – D: Destroyer

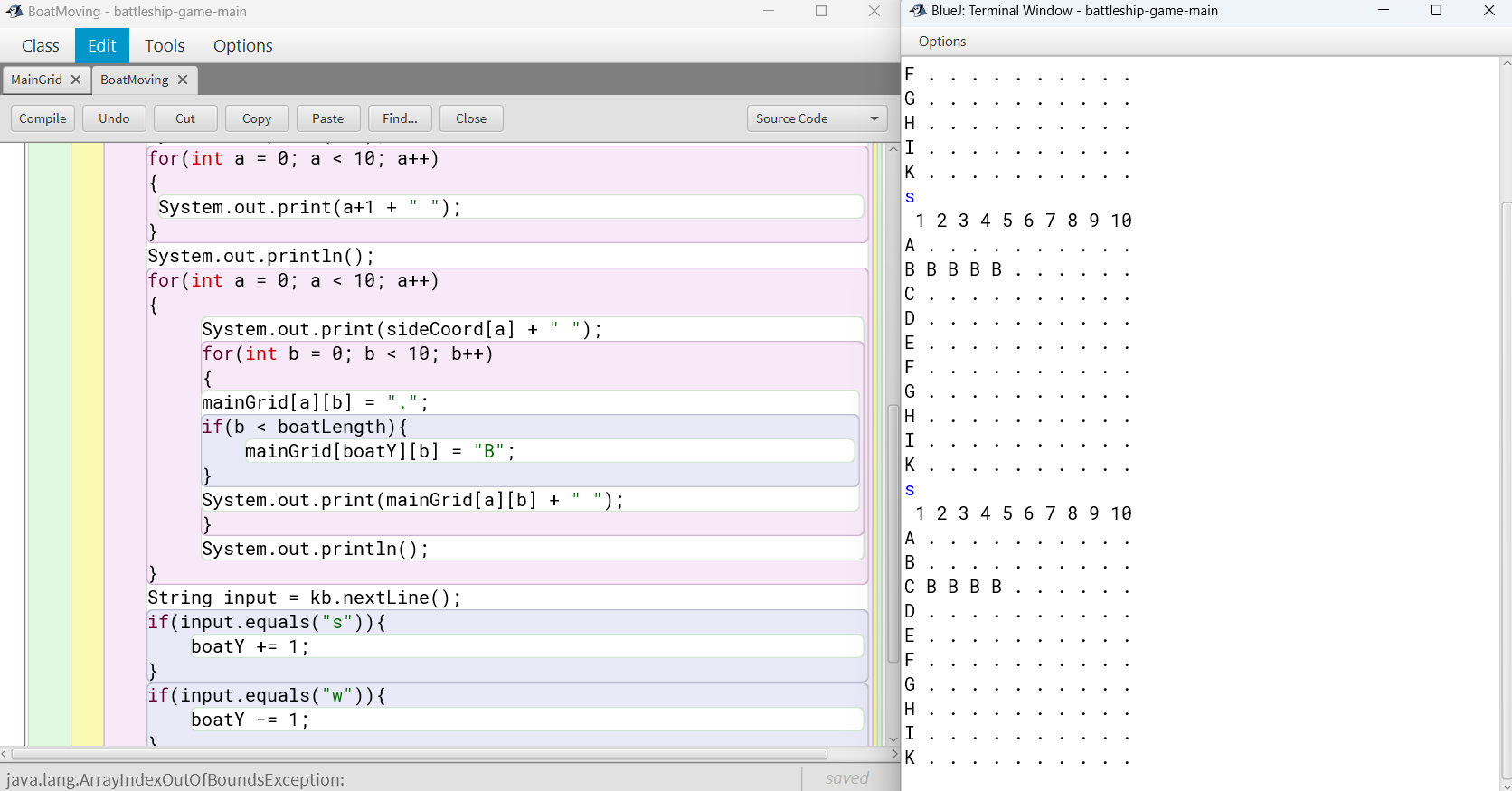


Replace the star ‘square’ into dot ‘square for better viewing of the ships

18/5/2024

Planning to implement moving ship mechanic

Create a copy of the old file specifically for testing moving ship mechanic. Keeping only 1 ship in for ease of configuring,

Ship moving demo

The ship can move up and down. There’s still error when the ship got out of bound. Planning to fix that after implementing rotation and working in conjunction with other ships.

19/05/2024

The ship can move up down and sideways. Ship can disappear when go sideway to edge of grid. Still error when ship move out of grid up or down.

[VIDEO]

20/05/2024

Creating a new copy file in order to implement rotation