Team 11 Design Reflection

We were given Team 15’s project for project 2. We think the design paradigm that fits Team 15’s project best is the event-driven design paradigm. Event driven design is when a program is designed around several events throughout the program, such as key clicks or button presses. This is because the project was written in JavaScript and uses the DOM to handle event changes in the user interface. There are several listeners throughout the program that wait for user events to progress the user through the stages of the game. When the game launches, the user interface is drawn and an alert is displayed to the user that tells them to pick a number of ships from 1-6. This alert is displayed because it is a part of their DOMContentLoaded event listener. When the game starts, there is a listener to see where the user is clicking to place the ships for the game. After each turn, there are several listeners that handle further user input throughout the game such as clicking other buttons or displaying different alerts to the user based on the state of the game. There is even a method that is called several times throughout the program that keeps checking if the game is over to update the game state with the game won alert at the end of the game.

We think they used the event driven design paradigm because most games are event driven by nature. A user completes an action, the game waits for this action and updates the state of the game based on the result of the action.