What were some challenges you faced while making this app?

I tried to make the app mobile-friendly by putting two boards below each other but I forgot how to do it. As I read the documentation about flexbox I recalled that flex-wrap property should be set in the container. I don’t quite understand the project requirement which requires four states of a tile including a state ‘hover’ because in my understanding, a tile could only be empty, having a ship, miss, or hit. I solve this by adding psudoclasses in css file to display the cells with slight darker color.

Given more time, what additional features, functional or design changes would you make

I would probably add a local storage to store the state of the game, replace symbols with nice looking icons, and make a beautiful navbar. In addition, a drag and drop function could also be added. Finally, a new game mode which allows two players to play against each other could also be added.

What assumptions did you make while working on this assignment?

I assume that the hover state requirement of a cell refers to making the cell showing different color when the user hovers over that space.

How long did this assignment take to complete?

I took about 20-25hours to complete this assignment. As a beginner in react and redux, I work on this assignment while learning the techniques at the same time.