

Battleship Game

Improvements:

- Responsiveness of the page using more Bootstrap elements
- Create a Nodejs server to run the game and maybe add a database to store scores etc
- Each ship could be represented as a certain number of squares instead of an image depending on its length
- We can then have a drag and drop system to place the ships
- Player can choose the number of ships
- Add abilities to the ships (slow, fast etc) and place them or attack them depending on their abilities
- Implement an AI
- Be able to rotate the ships
- Have levels of difficulties
- Have an option for the player to choose if he wants his ships to be placed randomly or if he wants to place them himself

Explanations:

- When I took the frontend development course with Brainnest, they told us that it is too bad to use lots of divs and that we should replace them by other elements. I don't know if this is valid for all companies, but I did a mix because I didn't know what you prefer or see better. I personally always used to use divs.
- I decided to go with one ship per cell to be able to add images for them and be more appealing for the player
- We can code this game in infinite ways such as using OOP, classes and constructors ex. Class Board with its constructor, addShip, attackShip etc
Class Ship with its constructor, isSunk, isHit etc
Class Player with its constructor
Class Game with its constructor, isOver, playTurn etc
- We can also for example use attributes instead of data structures but then it has its pros and cons (less Javascript code but not friendly when another person wants to change something in the code)
- We could also use other Javascript frameworks such as React but I went with the one I know best