

Before Game Starts

popup modals with information

BattleShip		Information		How to Play																																																																																																																																																																																																																																																			
<div>AI 10x10</div> <table border="1"><thead><tr><th></th><th>A</th><th>B</th><th>C</th><th>D</th><th>E</th><th>F</th><th>G</th><th>H</th><th>I</th><th>J</th></tr></thead><tbody><tr><td>1</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>2</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>3</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>4</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>5</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>6</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>7</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>8</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>9</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>10</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></tbody></table>			A	B	C	D	E	F	G	H	I	J	1											2											3											4											5											6											7											8											9											10											<div>BattleShip Logo Player 10x10</div> <table border="1"><thead><tr><th></th><th>A</th><th>B</th><th>C</th><th>D</th><th>E</th><th>F</th><th>G</th><th>H</th><th>I</th><th>J</th></tr></thead><tbody><tr><td>1</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>2</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>3</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>4</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>5</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>6</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>7</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>8</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>9</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>10</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></tbody></table>			A	B	C	D	E	F	G	H	I	J	1											2											3											4											5											6											7											8											9											10											<div>Results</div> <div>Hit AI</div> <div>Sub</div>	
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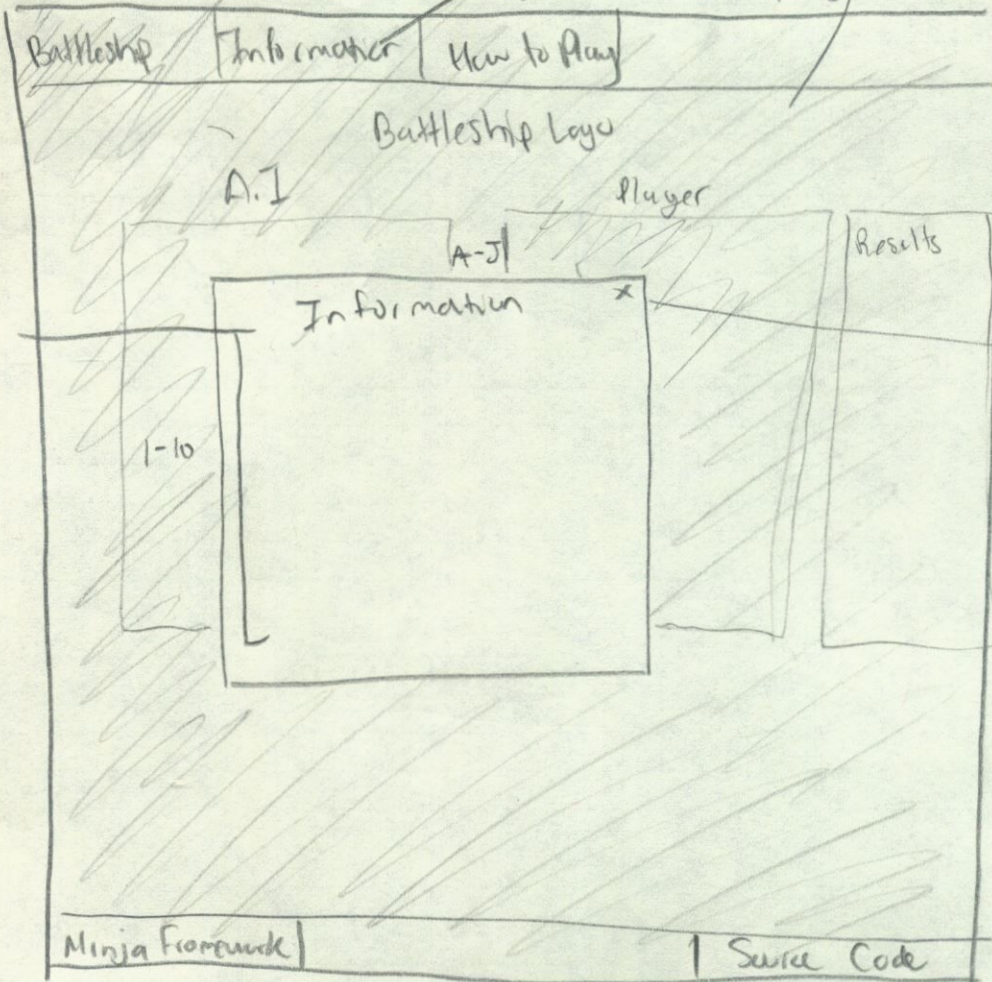
displays attack status and errors color coded as well during game

links to ninja framework site

changes vertical/horizontal ship placement

link to github

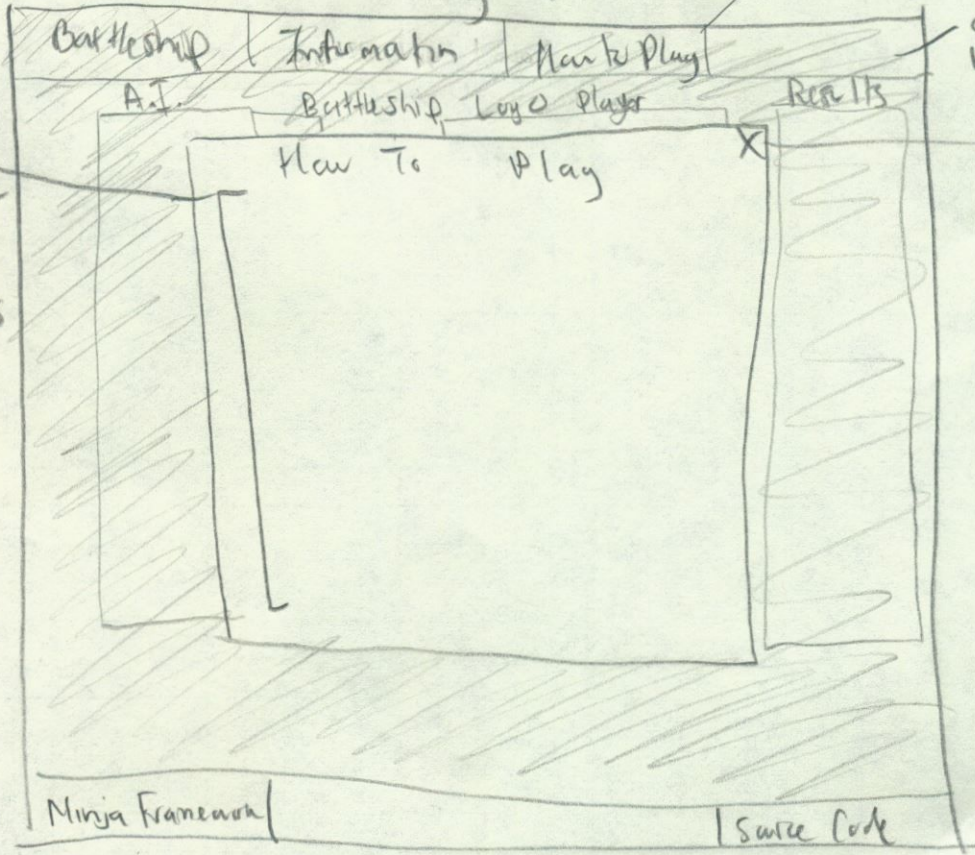
Information Modal background is still main site, just opaque
 user clicks on this



nicely formatted information about the game

user can exit

How to Play Modal user clicks on this



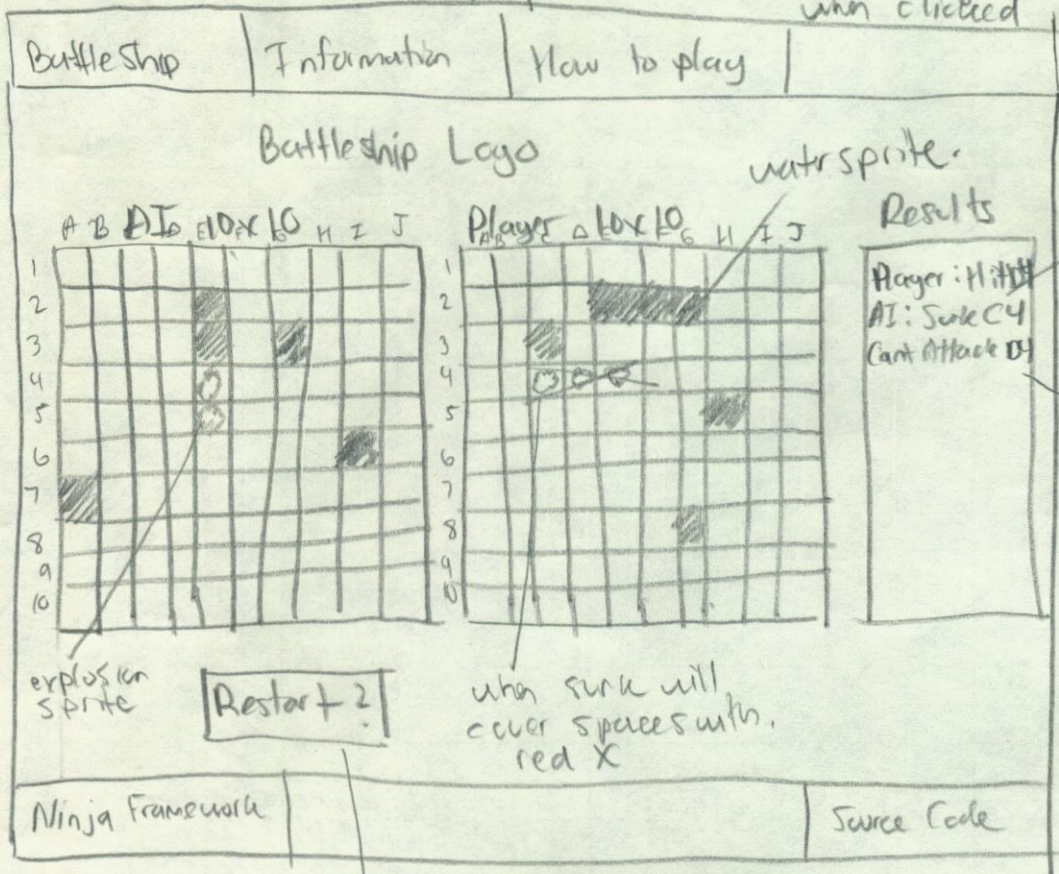
opaque background

user can exit

detailed instructions about the game and how to play it. Can include images if needed

During Game Non-Error State

both still display modal when clicked



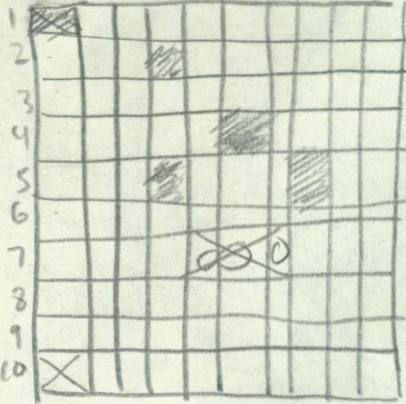
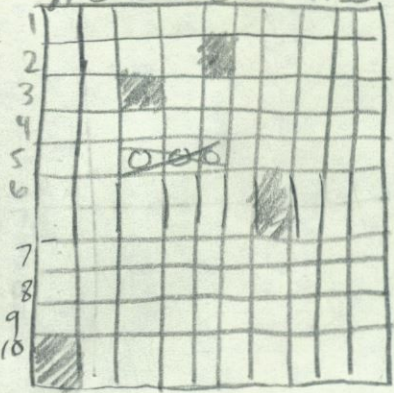
water sprite.

Displays Player/AI attacks

displays error in this console and player can attack again.

placement buttons are replaced with a button that restarts game. will be prompted with alert asking if it is ok to restart.

Error State

Battleship	Information	How to play	
<div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;"> <p>A.I</p>  <p>A 10x10 grid for AI. Columns A-J, Rows 1-10. Misses (X) at (1,A) and (10,A). Hits (shaded) at (2,C), (4,G), (5,I), (6,F), and (7,H). A ship of length 2 is sunk at (7,H) and (7,I).</p> </div> <div style="text-align: center;"> <p>Player</p>  <p>Player 10x10 grid. Columns A-J, Rows 1-10. Misses (X) at (1,A) and (10,A). Hits (shaded) at (2,E), (3,D), (5,F), (6,G), and (9,I). A ship of length 3 is sunk at (5,F), (5,G), and (5,H). Another ship of length 2 is sunk at (9,I) and (10,I).</p> </div> <div style="border: 1px solid black; padding: 5px; width: 150px;"> <p>Result</p> <p>Error: A70</p> <p>Hit: A1</p> <p>Error: A1</p> </div> </div> <div style="text-align: center; margin-top: 10px;"> <div style="border: 1px solid black; padding: 5px; display: inline-block;"> Restart ? </div> </div>			
<p>Ninja Framework</p>		<p>Source Code</p>	

End of Game

Background is
part opaque
but still visible

Battleship

Information

How to Play

Game Results
(Who) Wins!
AI

Player

Restart?

MISS A1

hit H1
sunk H2
!

clearable

pop up modal

Kirija F

Source Code