

AI Reflection

I think my favorite feature I added was making the ships be randomly placed at the start of the game. Previously, they were always in the same spot and that's boring. The state is on the server in the backend through a PHP file. Through my original prompts they were always in the same place. After getting the basic placement I asked about randomness.

Prompt:

"Help me work through a simple, single player battleship game. It should be in the browser with a php backend. Keep the php, html, css, and javascript as separate files. The grid should be 10*10 with each cell being a light blue. If the selected cell is a ship, it turns red, if not, it turns white. The ships should be of size 2, 3, and 5."

Why I asked this:

This was just to start out and get something basic set up.

Issue discovered:

The ship positions were always the same.

Follow-up prompt:

"it seems like even after page refreshes the ships are placed in the same spot. In placeship() does rand() need to be seeded?"

Why I asked this:

Other languages require a seed for randomness and I noticed there didn't seem to be one here, but apparently it is seeded when the php starts. The issue was that it was always the same php session after the initial one so it never changed.

Manual changes:

I did some changes to how the resetting worked.

Feature 1

Keep board state saved in JSON

The board state now resides persistently in the server through a JSON file.

Prompt: "Ok, I know earlier I said to make it reset on page refresh, but now, could you make the state of the board persist by keeping its state in a json file?"

Why I asked this:

Since one of the required features is to make state persists, I figured I would do it through a json file.

Issue discovered:

While it did retain the information, the board would visibly go back to being blank after refresh.

Follow-up prompt:

"While the json file persists, the visual state of the board does not. What should I change so that the board visually remains consistent?"

Manual changes:

I had to clear the json file and add some lines to track misses because now I had to keep track of the missed positions to re-mark them after refresh.

Feature 2

Added a victory pop up upon completion (ran out of time to do much more)

While javascript controls when it appears, it reads the data from the backend to determine if it should appear.

Prompt:

"Can I get some "you win" text to appear when all ships are sunk?"

Why I asked this:

ran out of time to do much more and there was no clear way to know

Issue discovered:

It didn't want to disappear.

Follow up prompt:

"After resetting, the pop up does not hide itself"

Manual changes:

some styling