**Design Review Summary**

**1. Clarity**

* **Positive:**
* The grids and ships are clearly represented using simple shapes and lines.
* Labels like **"START GAME"**, **"RESTART"**, and **"EXIT"** are straightforward.
* **Suggested Improvement:**
  + Add hover tooltips or brief descriptions for action buttons.
  + Clarify what the "TURN" label does in the desktop version – is it dynamic?

**2. Completeness**

* **Positive:**
* Wireframes include key screens: main game grid, score, turn info, and control buttons.
* **Suggested Improvement:**
  + Include a **game setup screen** (e.g., ship placement phase).
  + Add feedback indicators like **hit/miss animations** or color changes.
  + Consider UI for handling **win/lose end screens** or in-game messages.

**3. Consistency**

* **Positive:**
  + Visual elements (grids, labels, buttons) are uniform between mobile and desktop.
* **Suggested Improvement:**
  + Maintain **consistent terminology**: e.g., “START GAME” vs. “Start Game” — choose one style.
  + Button placement for RESTART and EXIT should align better between mobile and desktop views.

**4. Scalability**

* **Positive:**
  + The modular design (Player 1/2 grids, control panel) makes future additions easy.
* **Suggested Improvement:**
  + Allow room for multiplayer over network or AI opponent features.
  + Consider adaptable grid sizes (e.g., 6x6 or 12x12) in settings.

**5. Usability**

* **Positive:**
  + Mobile layout is touch-friendly and minimal.
  + Desktop interface is more informative with two boards side by side.
* **Suggested Improvement:**
  + On mobile, consider **toggle or swipe view** between Player 1 and Player 2 boards.
  + Add **visual feedback** for player actions (e.g., highlighting selected grid).

**6. Adherence to Requirements**

* **Positive:**
  + The core mechanics of Battleship (grids, turn system, score) are reflected.
* **Suggested Improvement:**
  + Ensure the design allows for **valid move checking**, turn-based flow, and player interaction rules.

**7. Technical Feasibility**

* **Positive:**
  + The design is simple and achievable with basic front-end tech (HTML/CSS/JS).
* **Suggested Improvement:**
  + Include considerations for **responsive behavior** on mobile/desktop.
  + Add note on where **game logic** (hit/miss checks) will be implemented.

**8. Optimization Opportunities**

* **Suggestions:**
  + Use reusable components for buttons, grids, and score display.
  + Plan for a lightweight asset strategy to support faster load times.

**9. Security Considerations**

* **Suggestions:**
  + For future multiplayer, ensure communication is secure (e.g., WebSocket with SSL).
  + Prevent users from accessing the opponent’s grid directly in the DOM.

**10. Innovation and Creativity**

* **Positive:**
  + Clean visual style with clear grid layout and minimalist design is effective.
* **Suggested Improvement:**
  + Consider adding **custom themes or skins** for fun customization.
  + Add **sound effects** or visual effects for immersive feedback.

**Customer Feedback Summary**

“I love how the layout is clear and simple — it’s easy to understand for both players. But I didn’t know what the TURN label meant until it was explained. A simple status indicator might help. Also, will we see animations when ships are hit or sunk? That’d be fun. It’s off to a great start!”

**Actionable Insights for Next Iteration**

* Add **tooltip descriptions** or status messages for buttons and labels.
* Design a **ship placement screen** before the game starts.
* Implement **dynamic elements** like turn indicators and animations.
* Align button layout across platforms and use consistent label casing.
* Plan for **responsive behavior** and consider swipe toggles on mobile.