* What was the most challenging piece of this assignment?  Did you find it easy or challenging to work with HTML and CSS?  How long did this overall assignment take you?

The most challenging aspect was creating a responsive game board that maintained its grid structure and proper cell sizing across different screen sizes. Working with CSS Grid and Flexbox required careful planning to ensure the game boards displayed correctly while keeping ships, hits, and misses aligned. I found HTML relatively straightforward, but CSS required more trial and error, particularly when implementing the fixed navbar that switches position on mobile devices. The initial setup and basic structure took about 2 days, but perfecting the responsive design and styling details required additional time.

* What decisions did you make when you made your site mobile friendly?

For mobile optimization, I made the strategic decision to move the navbar from the top to the bottom of the screen on smaller devices, as this improves thumb accessibility on modern smartphones. I implemented a responsive grid system that adjusts the game board cell sizes based on viewport width while maintaining the square aspect ratio. The high scores table switches to a vertical layout on mobile devices, with adequate padding and font sizing to ensure readability without horizontal scrolling.

* What did you take into account when you developed the *design* of your website?  Is there anything that you’re particularly proud of?

In developing the design, I focused on creating a modern naval warfare theme using a color palette of blues and grays that enhances readability while maintaining thematic consistency. I'm particularly proud of the game board's interactive elements, including the hover effects on cells and the smooth transitions when marking hits and misses. The use of CSS variables (custom properties) for colors and spacing makes the design system maintainable and consistent across all pages.

* Given more time or resources, what additional features would you add to your site in the future?

With more time, I would implement a drag-and-drop ship placement system to make the game setup more intuitive. Adding sound effects for hits and misses would enhance the gaming experience. I would also create an authentication system to persist high scores and implement real-time multiplayer functionality using WebSocket. Additionally, I would add animations for ship explosions and water splashes to make the game more visually engaging.

* How many hours did you spend on this assignment? (Obviously doesn’t need to be 3 sentences)

Approximately 12 hours total.

* (Optional) If you made any assumptions about this assignment, what are they?