**(1) Design Phase:**

A white board with several forms

AI-generated content may be incorrect.

**(2) Review Session:**

**Battleship Software Solution Review Session**

**Objective**

The goal of this review session was to critically assess the preliminary design of the Battleship software solution using a detailed set of criteria. This session aimed to gather constructive feedback from developers, UI/UX designers, and potential users to refine and enhance the design.

**Participants**

* **Developers:** Experienced in game development and familiar with the project's technology stack.
* **UI/UX Designers:** Specialized in digital game interfaces.
* **Users:** Enthusiasts and regular players of Battleship, including one expert.

**Process**

The review session included a detailed presentation of the design followed by a structured feedback session. Participants were given access to design documents, including wireframes and user stories, prior to the meeting.

**Design Presentation**

A 30-minute presentation highlighted the core gameplay mechanics, user interface design, and technical architecture, facilitating an informed discussion.

**Structured Feedback**

Feedback was solicited based on the following criteria:

1. **Clarity:** The design's clarity was confirmed, though some terms used in guess tracking were recommended to be simplified for better understanding, especially for new players.
2. **Completeness:** The design was seen as comprehensive, but the addition of customizable game modes was suggested to enhance replayability.
3. **Consistency:** UI inconsistencies were noted in the use of icons across screens. A standardization of icons was recommended for a unified visual experience.
4. **Scalability:** Concerns about the backend's ability to manage multiple simultaneous game sessions were discussed. Enhanced scaling strategies were advised.
5. **Usability:** The interface was praised for its intuitiveness; however, the visibility of hit and miss markers on smaller screens was a concern. Enlarging these elements was suggested.
6. **Adherence to Requirements:** The design met most specified functionalities; additional features like voice command support were proposed to improve accessibility.
7. **Technical Feasibility:** There were no significant feasibility issues, though optimizing for older devices was suggested to expand user accessibility.
8. **Optimization Opportunities:** Enhancements in network code and data structure optimizations for game state management were recommended to improve performance.
9. **Security Considerations:** The need for robust authentication measures to secure user data was highlighted.
10. **Innovation and Creativity:** The innovative use of AI for simulating opponent moves in single-player mode was highly commended.

**Documentation of Feedback**

Feedback was thoroughly documented with emphasis on actionable insights and potential improvements. This will guide the subsequent design revisions.

**Conclusion**

The session provided valuable insights into the strengths and areas for improvement of the Battleship design. The feedback will be prioritized and addressed in the upcoming development phase. A follow-up session is planned to ensure all revisions meet the initial objectives and incorporate the session's feedback effectively.