Site link: <https://cs5610p2.onrender.com>

Repo link: <https://github.com/dlaister/CS5610p2/tree/main>

Video link:

The writeup:

* What were some challenges you faced while making this app?
  + I think the biggest challenge was getting the framework from project 1 moved over to a react/js framework and getting things to work out as expected. I will say that I was not able to get everything to work as expected. I think the next big part was getting the AI functionality to work with against a player. This was a huge time suck in and of itself. I did use generative AI to assist me in implementation and reduce the time and to offer suggestions for building the functionality. With out it, I believe it would have taken me a lot longer.
* Given more time, what additional features, functional or design changes would you make
  + I think making the game a little more pretty by adding ships and making the pages look a bit more detailed and less basic. Something more along the lines of minimalist/modern. But the important part was getting core functionality working and moving one framework to another.
* What assumptions did you make while working on this assignment?
  + I made the assumption that it was not going to be perfect and that the AI portion was going to take a bit of time to figure out. Even to this point, the project is still mostly done and I continue to work on it and add/change features of the site.
* How long did this assignment take to complete?
  + That’s hard to guess. Probably longer than it should. If I had to give a rough estimate, it probably has taken 40ish hours (give or take), though probably more as I continue to go back to it and play around with it more.

Additional mentions:

*NEED TO ADD TO FILE PROJECT*

*THERE NEEDS TO BE A EASY AND NORMAL: normal is the standard two board game and the free play is only playing the enemy*

*THIS MEANS there should be a game page as a root then two subpages, easy and normal. This can be done by removing sample and replacing with game.js. this page can point to play.js (rename to normal.js) then strip normal.js to have the enemy board only (mine sweeper style)*

*DON’T USE VAR\*\*\*, SEARCH AND DESTROY*