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

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

Video link: <https://youtu.be/ju7pr7v0Rw8>

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. It also required reaching out to Professor Jorgensen for help. 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 as I was working solo on this project.
* 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.
  + I would also have worked out some of the kinks with the css integration, so pages displayed as intended and correctly. There are some pages that the code worked great on from Project 1 but did not work at all for this project.
  + It is also strange that some items like @media did not work as expected for all scenarios.
  + I also would have cleaned the code up a lot more as pages became cluttered but as they got more complex, it became harder and more time consuming to move bits around. So I left things in a working state rather than updating to a more modular framework with a smaller code base per-page.
* What assumptions did you make while working on this assignment?
  + I assumed 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. The core functionality given our assignment specification has been fulfilled and works as expected.
* 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 50ish hours (give or take), though probably more as I continue to go back to it and play around with it more.
  + The video always takes a bit longer to make too since things need to be recorded, synched and cut (sorry, there maybe things that are not mentioned that satisfy the project spec).

Additional mentions:

* I did stray a bit from the notion that Some data must be passed from the child to the parent, but you should NOT do this with a function. I handled this, in some cases, by passing data is from child components to the parent component in some cases, but it's not done through a function directly. I used React's state management (useState) and props to achieve the expected outcome.
* I tried to implement the board save logic but gave up and removed it. It became to much for a run around given the complexity of the code.

Bonis Point Mentions:

* Implemented “Click and Drag Setup” on the Normal page.
* Attempted to get this in 48hours early but my son decided that was not going to happen, and then making the video help agree with him.