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Homework 1: Battleship

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Battleship Post-mortem

I had a lot of fun designing and implementing this program, however it wasn’t without some difficulties. I initially designed the game overly complicated which led to problems. For example, I created three different 2D arrays for the game board. One was to actually display the board, one to store the ship locations, and another to determine what was hit. This was overly complex and led to several redundant methods that didn’t need to be written. My game ended up mostly working, however I had several issues including having trouble displaying the coordinate numbers outside of the board as well as displaying a hit in two locations on the board after one input. I was unable to fix these issues in that iteration of the game which led me to completely rewrite the program, only salvaging a small portion of the work I had done.

After attending the class where we went through the issues classmates were having and seeing how you were solving those problems, I figured out how to get on the correct track and redesigned the game for a third time. I was able to get the game functioning completely correctly and had no issues with “ghost” ships or writing to the grid. The entire process took a minimum of twenty hours for me to complete the game, with much of that time being wasted due to the scrapped projects. I think if I were to have taken more time planning and thinking through how to build the game, I could have saved myself a lot of time. My biggest issue I had with myself was not taking enough time to plan. I was able to think of ways to solve some of the issues I had on the fly, but it led to a messily written program that only mostly worked.