

REACT DEVELOPMENT TEST

Battleship game



MAIN GOAL

Develop a simplified React version of the battleship game; player vs CPU.

GAME ELEMENTS AND CHARACTERISTICS

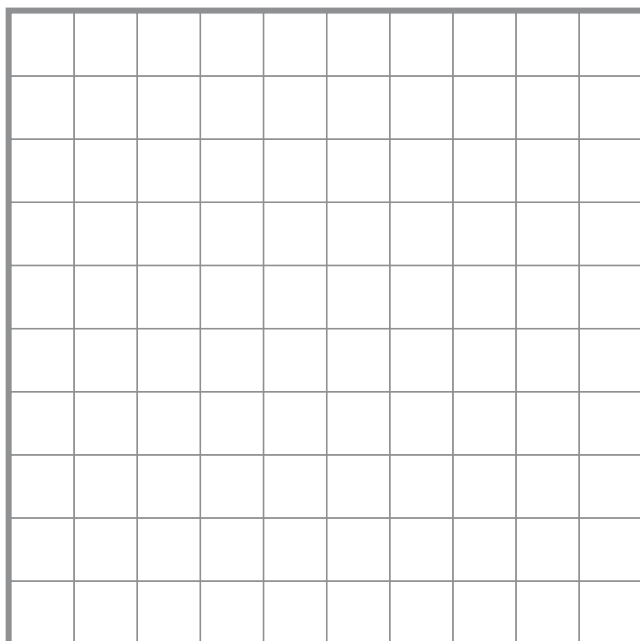
- ✓ 10x10 board size
- ✓ 1 carrier of 4 spaces
- ✓ 3 cruisers of 3 spaces
- ✓ 1 submarine of 2 spaces
- ✓ Ships must be straight lines
- ✓ Ships can be placed horizontally or vertically

BASIC GAMEPLAY

The game should have at least **3 screens** with the following components and actions. All mockups are just for reference and can be improved.

START SCREEN

- ✓ Place your ships on the board
- ✓ Enter player name
- ✓ Button with "Start game" label



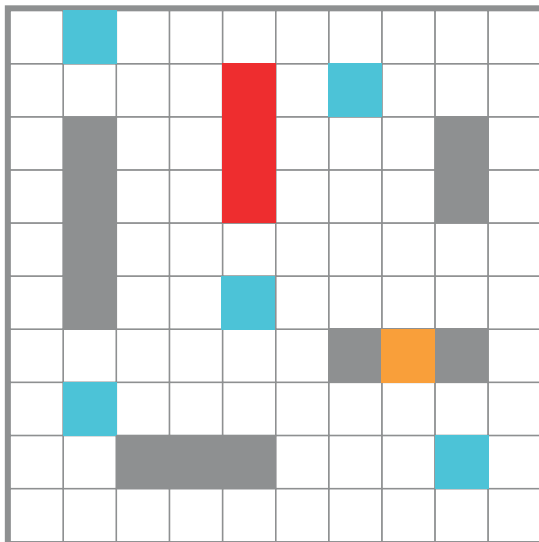
Player name

START GAME

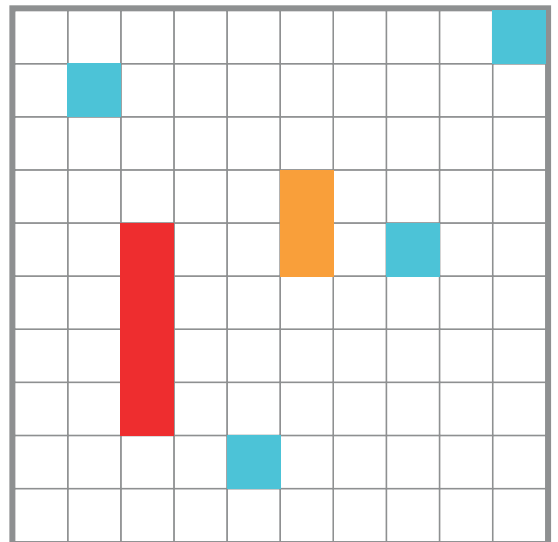
GAME SCREEN

- ✓ Player and CPU boards
- ✓ Game state ("Playing: Player name or CPU")
- ✓ Clicking on computer board, you launch your missiles
- ✓ Launched missiles reference
HIT –orange–, DESTROYED –red–, MISSED/WATER –light blue–
- ✓ Attempt feedback (ship hit, ship destroyed, shot missed)
- ✓ CPU missiles can't be launched in random way (once the CPU hits a ship, the next shots must follow some strategy in order to sink the ship)
- ✓ Surrender button to end the game manually

Player name



CPU



Playing: **CPU**

SURRENDER

END GAME SCREEN

- ✓ Game result: won, lost, surrendered
- ✓ Restart button to go back to the Start screen

For more info about the game, check the Wikipedia article.
[https://en.wikipedia.org/wiki/Battleship_\(game\)](https://en.wikipedia.org/wiki/Battleship_(game))

REQUIREMENTS

- ✓ You need to create a **GitHub repository** and send us the link so we can see the progress
- ✓ Please, try to **commit often and use clear and concise commit messages**
- ✓ The project must be **bootstrapped with Create React App** (<https://github.com/facebook/create-react-app>)
- ✓ You must use **Redux** to manage the application state
- ✓ Use **Jest** and **Enzyme** to test the application
- ✓ Each component must have its **own test file**
- ✓ Perform **Snapshots testing**
- ✓ Every developed test **should be relevant**
- ✓ Try to reach a **good percentage of coverage**
- ✓ Include **ESLint using Airbnb's ESLint Rules** (eslint-config-airbnb)
- ✓ Keep the use of **third-party packages to a minimum**
- ✓ Try to use the **latest versions of the packages** that are included
- ✓ Complex logic must be **documented**
- ✓ Should work in the **latest versions of all major browsers** (Edge, Chrome, Firefox and Safari), both **desktop and mobile**
- ✓ Code and comments must be in **English**

