README

Website
Code Repo

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1. What were some challenges you faced while making this app?

- Add local storage (I utilize redux-persist module)
- Add feature that enable users to drag and drop for placing ships on the board. (I implement this using react dnd module)
- Try to build a nice looking and mobile friendly website.

2. Given more time or resources, what additional features functional or design changes would you add to your site in the future?

- If I can get access to existing framework, I would add more features like sound and animation when hit the board to make the game experience more authentic.
- Try to modify the drag-drop functionality to implement point to point match for ship placement.
- Given more time, I will try to abstract components more thoroughly and make the code more readable and concise.

3. What assumptions did you make while working on this assignment?

- The user will view rules on a new page after clicking on the rule button in the nav bar.
- When the user enters the free mode or normal mode which are required to place ships manually, the game starts automatically.
- Whenever the winner is determined, the game is over which means the player can not click on the board.
- The progress for the last game will be eliminated when the player choose to switch to other modes.

4. How many hours did you spend on this assignment?

About 24hours.