README

[Website](https://jun-guo-sujuan-zhu-project2.herokuapp.com/)

[Code Repo](https://github.com/guojunseven/Jun-Guo-Sujuan-Zhu-Project2)

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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.**