

Project 2 – Battleship

- 1) Challenges: At first, we had some trouble migrating all our static HTML files to the actual React project, as well as implementing the Router so that the navigation bar was functional. We also had some trouble setting up the GameContext.jsx logic so that it could apply to easy and normal modes.
- 2) Additional Features: In future iterations of the project, we would like to implement a drop-down menu from the Game button in the navigation bar instead of creating two separate buttons for Easy and Normal modes. It would also be nice to improve the AI so that it could perform focus-fire.
- 3) Assumptions: We assumed that board setup code/AI firing efficiency wasn't particularly important. As such, both of these are implemented with while loops.
- 4) Duration: This project took 5-6 days to complete.