CSE3 38
Liudas Mikalauskas 4950089
Augustas Vilčinskas 4785266

1.1

use HEAD to get information about the page:

telnet weer.nl 80

Connected to weer.nl

HEAD / HTTP/1.1
host:weer.nl

301 moved permanently
Location: http://www.weer.nl/

Use HEAD to see what is at the moved location:

telnet www.weer.nl 80

Connected to right location

HEAD / HTTP/1.1
host:www.weer.nl

This is the meta-data about the resource:

```
HTTP/1.1 200 OK
Age: 410
Cache-Control: max-age=600
Content-Type: text/html; charset=utf-8
Date: Mon, 19 Nov 2018 14:47:51 GMT
Server: nginx/1.12.0
Vary: Accept-Encoding
Via: 1.1 varnish-v4
X-Cache: HIT
X-Powered-By: PHP/5.5.26
X-Varnish: 1038625095 1040385532
Connection: keep-alive
```

GET /*regenradar*/nederland HTTP/1.1

We get the html code of the specified page.

1.2

Everything except the map corresponds. But the map doesn't load.

1.3

X-Cache indicates whether the required object was served from proxy's cache (HIT) or not (MISS).

1.4

Page's cache control specifies the maximum amount of time a resource will be considered fresh.

2.1

If your content-length is smaller or larger than the text you entered you get a 400 Bad Request response from the server.

3.1

You don't need to enter the username and password again.

3.2

You are get unauthorized, cause the terminal does not cache your login.
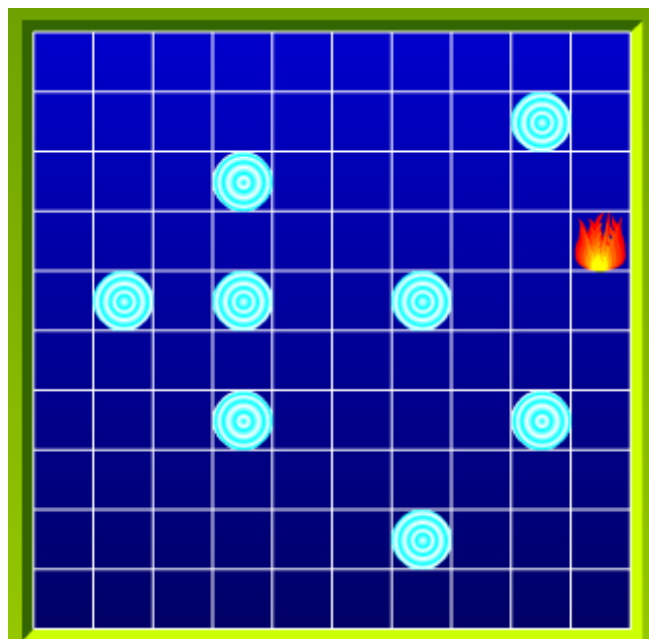

4.1

Battleship

4.2

1. https://www.mathplayground.com/battleship.html
2. http://en.battleship-game.org/
3. https://boomboomboat.com/
4. https://www.silvergames.com/en/battleship-game

Positive design aspects:
1. Appropriate indications of hits and misses. For example a picture of fire for hit and a picture of water for miss:
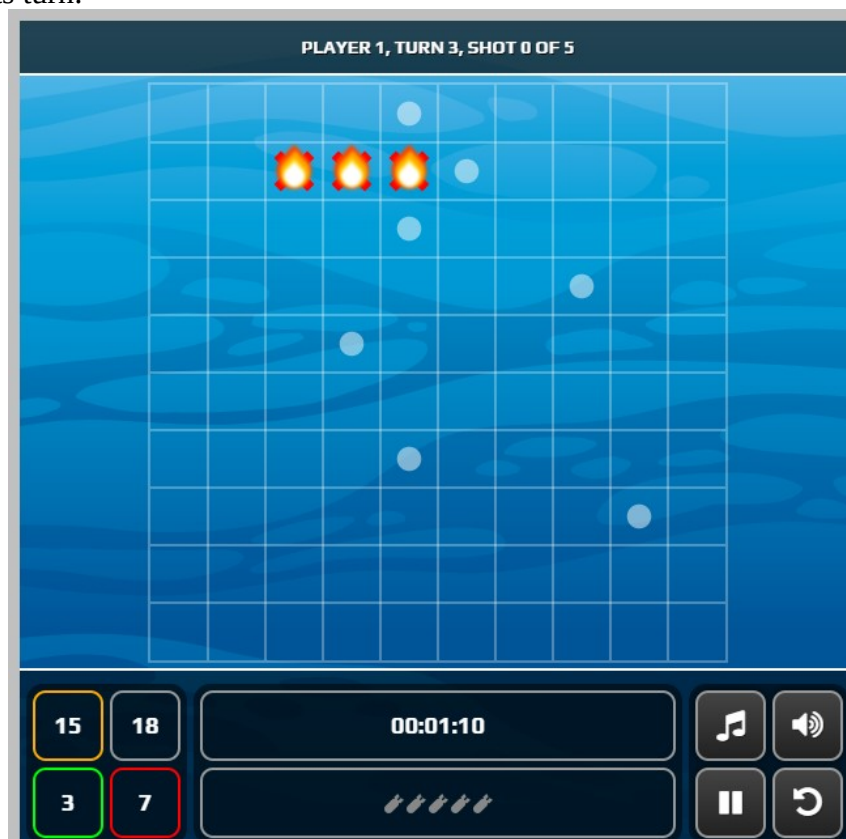
2. Minimalistic, clutter-free design, dominant colour: white.
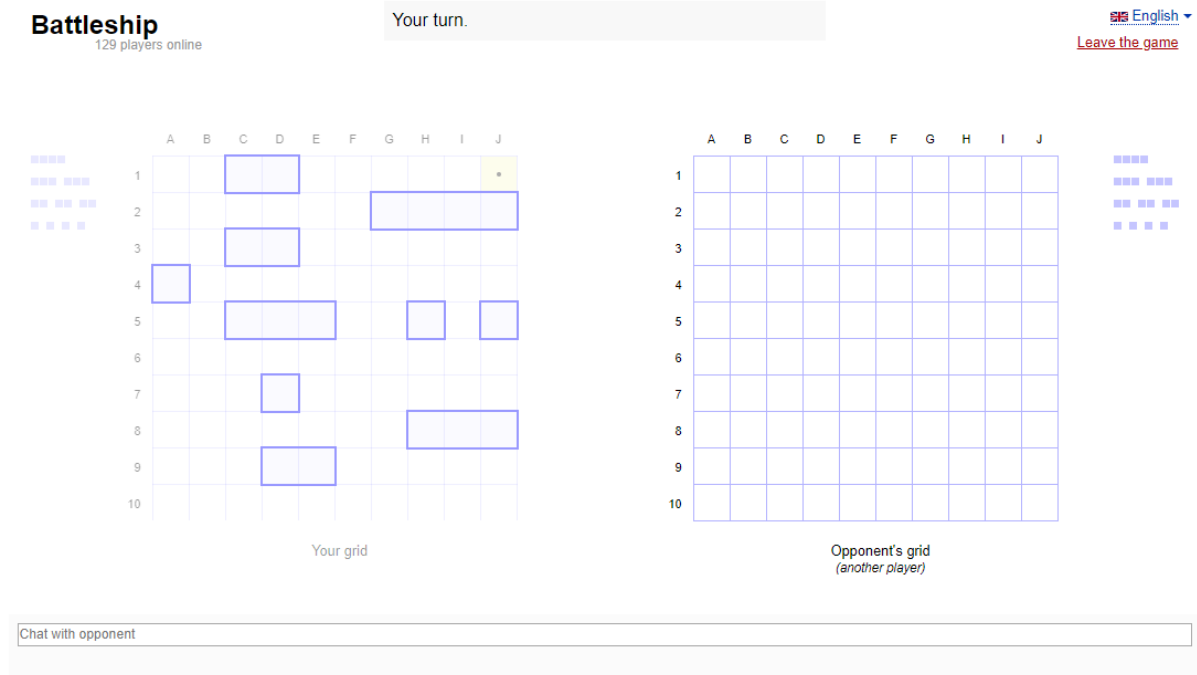
Negative design aspects:
1. Only one screen showed at a time. Too less information. The player can only see his situation during opponents turn:
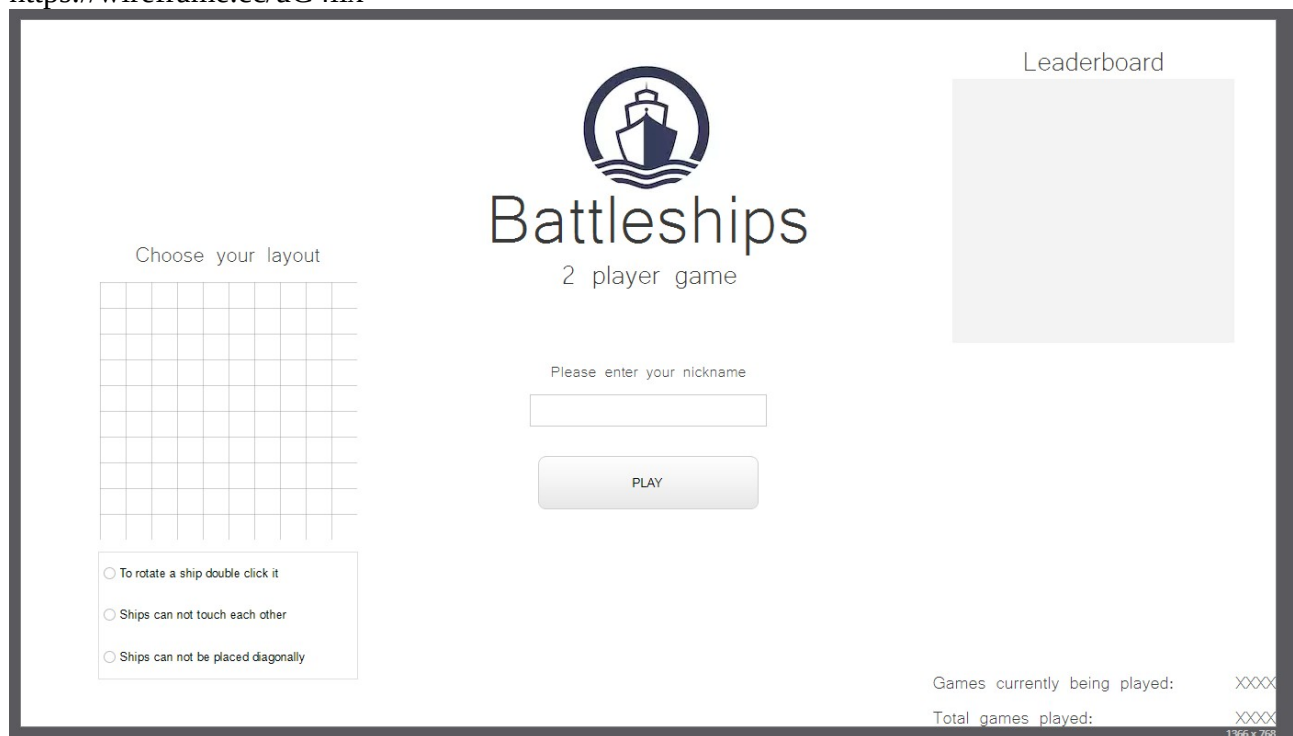
4.3

Positive game features:

1. Sometimes we can know if there is a ship on a tile without hitting it. We can know this from the game rules (e.g. ships can't be placed diagonally), or from the information about the remaining ships etc. Marking these tiles in some way (for example, blurring them out) is helpful for the player and, thus is a positive game feature.

2. Always indicating the state of the game to avoid user confusion. For example: "place your ships", "waiting for opponent", "your turn", "opponents turn".

3. Having the ability to randomize your ship positions is a good option, because some users may get bored placing their ships and leave your site.

Negative game features:

1. Over the top sound effects and animations, may annoy the user and he/she may leave the site.

2. Some games give multiple shots per turn. Since, as we know, web page users lose interest fast, this is a bad idea. When turns are more rapid the user feels more involved.

3. Unintuitive controls. For example when placing ships in game number 2 you have to click on the side of the ship to rotate it.
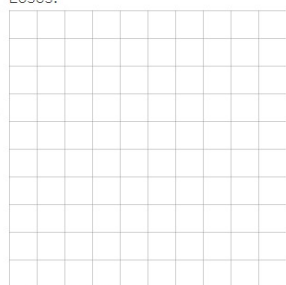
5

https://wireframe.cc/uG4iix

Leaderboard

Choose your layout

Battleships
2 player game

Please enter your nickname

PLAY

○ To rotate a ship double click it
○ Ships can not touch each other
○ Ships can not be placed diagonally

Games currently being played: XXXX
Total games played: XXXX
1366 x 768

https://wireframe.cc/4etI45

Player name:
Wins:
Loses:

Time elapsed
0:05

Opponent name:
Wins:
Loses:

Time left for a move   0:05
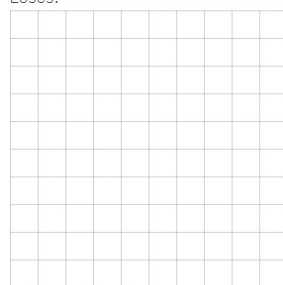
Time left for a move   0:05

new value 1
new value 2
new value 3

Games currently being played: XXXX

Total games played: XXXX

1366 x 768