Timeline for Battleship

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Creating the Client Side Logic first

1. Create index.html, client.js and server.js (Functionalities for each file)
   1. HTML
      1. Creating a grid to place your battleships on
      2. Create a menu space to have the different battleships on which can be dragged and dropped on the grid (HUD)
      3. Enter game page (Menu - for multiplayer and single player)
      4. Make split screen with HTML on the side
      5. Images- grid, battleships, menus, bombs and win game/game over
   2. Client JS
      1. Setting up the game
      2. Resetting the game
      3. Single player logic
      4. Clicking functionality - bombing and placing ships
      5. Drag n Drop functionality
      6. Game modes - Single/ Multiplayer
      7. Ajax functionality to poll data during a multiplayer session
      8. Ajax functionality to send the score of the player

c) Server JS

i) The data for position of grid, with properties alreadyClicked and hasBattleship and that hasDestroyed

ii) The functionality to join two players to play the same game session (Ship status)

iii) Functionality to have a host and join function for the game

iv)

2. Logging

Day 1 of Project:

-> Building the html: making the placing of the ship grid

-> Creating a table of the grid: each place in the grid is a <td>

-> it will have a function with this parameter to reflect on itself

-> it will be an object with the properties mentioned above that will be used to reflect

changes as they happen

-> Placing of the ships on the grid - make ship length follow to gameboard

-> Need menu bar to hold ships

-> Make split screen functionality

-> Bombing on empty side of screen to mimic a “guess” on your turn - square changes color

-> Delete ship after bombed

\*COMPLETED ALL TASKS\*

Day 2 of Project:

* Server.js build up
  + Functions to join game and host game
  + Options to put name
    - name\_input -> need client.js to have entry box for usernames which will send name\_input to addName in server.js
  + Options to open host menu
  + Make SQL database to store high scores and date
    - Functions to add name, score, date
    - Function to show high score
    - Function to show entire table
* Single Player functionality:
  + Creating logic to place the ships by the computer
  + Creating logic to bomb ships by the computer

If done with tasks above:

1. Crop clip art of ships and use instead of colored boxes
2. Multiplayer functionality
   1. Multiple games of two players simultaneously happening
3. Create menu bar
4. Create page for winner and for loser

Day 3 of Project:

* Added images to menu bar, gameboard and final page
* “Beautified” on HTML
* Added fire feature when ship is bombed
* Made page for winner and to add name and score
* Score keep
* Time keep