Design Paradigm for team 2’s Project 1

In the groups’ project 1 that we were assigned, they used the language java to implement the battleship game. Their project is split up between four javascript files, one CSS file and one HTML file. They all work separately and come together in the index HTML file to run fluently. Each one of the files has its own methods that are relevant to that class and the formats of their attributes are determined. Because of this it would be fair to assume they used an object oriented design in their project. The CSS file is used for styling the webpage and making sure everything is placed in a relevant location, it also allows us to add images to the background and the actual game board. The javascript files create buttons, cells, and drop down menus which are labelled well and easily used by the player to function the game. The javascript files also contain all of the logic which allows the game to work. The game is very self explanatory, the user is prompted if they would like to play against another player or an AI, then the ships are placed and the game begins. The player is informed if a shot was a hit or a miss, and then is also informed again when the game has ended and a player has one. Because the game is run on a webpage, it is a blackbox for the user, meaning they do not need to know anything about the actual mechanics of the code in order to play the game, which would also make this project have a service oriented design.