

cs5610 Project2 Battleship Game Writeup

Team members: Shirui Zhang, Zidi Xia

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The challenges are that we have to design the reducer properly and make sure that every component works out fine. For the UI part, the challenge is to make the user interfaces have a consistent, clean, and artistic visual style. Also, develop the web application as a responsive app that provides users a good experience to use on different sizes of devices. To make the overall user experience smooth, fun, and user-friendly!

If given more time, we will make the game more interesting by adding more features to it. For example, we could place the ships where we want. We could drag ships on the board. Also, we could add animations to the game as well as sound. The game has the potential to be developed further.

We have designed two boards, the enemy board can be clicked with the mouse but the other one could not. Then we designed four states: 1 is water, 2 is a ship, 3 is missed, 4 is hit. We just update the board as we clicked on the board. Once there is no 2 on the board, it means that there is a winner.

This Battleship project takes us about a week to complete.