Design Paradigm:

A design paradigm is a pattern for the development and execution of the creation of a piece of software. Given the potential design paradigms outlined in the lecture material, it does not seem as though the team for project one had any particular design paradigm in mind when designing their code base for the battleship project. The previous group's code consisted of a single javascript file, a single html file, and one css file. The single javascript file consisted of all functional code for the project, containing every class. The closest design paradigm to being executed would be the event-driven design paradigm. Parallels could be drawn between how the original project one code relied on user events to trigger responses, and how general event-driven design also relies on changes in program state to trigger event notifications.

The previous group's project execution could also be construed as different design paradigms depending on the observer's interpretation. Another easily interpretable design paradigm would be object oriented design. Despite the existence of only a single javascript file, the code in the single file was easily divided into several separate class files to be instantiated for use in the overall program.

Despite being able to interpret the previous group's project in the light of several vastly differing design paradigms, at the basest level, the code provided to our team did not fit into any well defined design paradigm, making it very difficult to construe it as such. Given the state of the received code, however, we did attempt to organize it into a more easily defined state. Our group, in splitting the code into classes, took a more object oriented look on the project.