

Performance and Limitations

Performance/How problems were overcome:

- Play again was fixed by putting the entire game logic into a while loop that was controlled by a Boolean that only changed when the quit option was selected
- Sleep functions were figured out by trial testing human reaction to the touch sensitivity
- Declare matrices in C++, the values of the matrices were assigned using loops when they need to be reset instead of declaring each element
- Learning that in order to break and stay out of a while loop controlled by a Boolean, one must break from the loop and also change the value of the Boolean

Limitations:

- One Proteus was given to each team and (as far as is known) there is no way to make two communicate with each other. For these reasons, our two player game of Water Wars had to be passed back and forth between opponents who had to not peak at when boats were being placed, rather than having two devices back to back
- It was not possible to perfectly align grids because LCD.DrawRectangle() function only reads in integers
- QtCreator did not have any form of graphical testing software, making it mandatory to only be able to debug code when in class with the Proteus