Conclusions and Recommendations

What went well:

-It was easy to develop the grids and fill in different locations of the grid with different colors

-It was easy to describe the grid in terms of a matrix

-Displaying text and information to the screen was easy to do

-Though the logic was complicated, comparing the grids of the game boards to the opposite player's ship board was not difficult to code

-Although tedious, it was easy to use the touch function to return the x and y locations of different text displays on the screen

What did not went well:

-Figuring out how to make the game play again

-Using sleep functions so that the LCD.Touch() reacts at human speed rather than computing speed

-Declaring matrices in C++

-Using break statement to properly break out of program when quitting

-Aligning grids directly with the size of the board since drawing the rectangles needs an integer input

What you wish you could have done:

-Design the grids to perfectly fit on Proteus board

-Have signal player functionality to face both a "dumb" and "smart" computer

-Scale grid down so that there is space on the game screen to display live statistics

       -Display type of ships both sunk and afloat

       -Display number of hits each player has

       -Display player accuracy

-Make ships in their shapes rather than light up square

-Make user place one type of ship at a time

-Have sound effects

-Have random selection be generated by a random number selector

How you would change the software:

-Implement the smart computer

-Implement graphics

-Track and display more types of statistics, like the accuracy

-Enlarge the regions where touch causes a new screen to appear