

Play Game

- 1) User executes the game
- 2) System shows a map of what is known about the game-board so far and the remaining structural integrity of the user's fortress
- 3) User enters their target cell in the form: <Letter><Number>
- 4) System shows if user hit or missed
- 5) System shows how much damage is suffered for each enemy shot
- 6) User repeats step 3 to step 5 until they wins when no tank cells are left undamaged or loses when fortress structural strength reaches 0 (or less).
- 7) System shows the complete game-board at the end and displays the losing message if the user loses. Or, the system only shows the winning message if the user wins.
- 8) System exits.

Variation #1

- 1.1 In step 3, user enters nothing or invalid target.
- 1.2 The system displays, "Invalid target. Please enter a coordinate such as D10."
- 1.3 Continue with step 2