Assignment 3 Use Case

Play Game

Precondition:
The game is correctly assembled (coded and packaged) and loaded into terminal.

1. User uses command prompt to open the game along with an integer argument denoting the number of tanks and optional cheat argument
2. Program displays resulting generated board, game info (fortress structure left), and the following prompt:
   - Enter your move:
3. User enters a move.
4. User is told whether or not she or he hit a tank.
5. Remaining tanks each attack the fortress, damage dealt depending on remaining strength of each tank.

(Program repeats step 2 to 5 until game finishes)

6. If all tanks are destroyed, the user is informed that she or he won. If the fortress structure is reduced to 0 or less, the user is informed that she or he lost the game.
7. Program displays the board without the fog of war. This includes all tank locations and all moves that were made by the player.

Variation #1

1.1. In step 1, user enters invalid argument
(Any value that is not an integer between 1 and 25 will be invalid for argument 1 and any value other than "—cheat" will be invalid for argument 2.)
1.2. User will be informed that such a value is required and the program will terminate.

Variation #2

2.1. In step 3, user enters invalid move (not a position on the board)
2.2. Program prompt:
   - Invalid target. Please enter a coordinate such as D10.