USECASE

PLAY GAME:

1. Game welcomes the player (and assumes that the user has entered the number of tanks while starting the game.)
2. A field (Board) is created where tanks will be placed randomly.
3. User is prompted to enter a move which means enter the cell which the user wants to hit.
4. The user enters their move for which tank to hit.
5. System tells the user what is the result of that particular shot and displays the remaining structural integrity of the user.
6. Each enemy shot hits the fortress and does damage. The user is shown how much damage is suffered for each enemy shot.
7. After 7th step, the system goes back to step 4 again until: a) user demolishes all the tanks and wins the game or b) user loses all his structural integrity and loses the game
8. User is show the result of the game and if the user has lost the game, the actual board which consist of the actual positions of all the tanks is shown to the user.
9. Game still exists.

VARIATION #1:

1.1. In step 1, no argument is passed.
1.2. The default number of tanks is set to be 5.

VARIATION #2:

2.1. In step 1, the game is expecting one argument which is the number of tanks, but the user enters two arguments.
2.2. The first argument is the number of tanks and the second argument is –cheat.
2.3. In this case, the game starts and places all the tanks on the board.
2.4. The system displays all the actual positions of the tanks (as a form of cheating) and then starts the game from step 3.

VARIATION #3:

3.1. In step 2, the number of cells required to place all the tanks is more than the number of existing cells.
3.2. Game ends.

VARIATION #4:

4.1. In step 4, if the user enters a cell which is not in the board.
4.2. The user is prompted again to enter the cell which he/she wants to hit.