"Play game"

1. At the beginning user can see the start of the main menu.
2. You have a choice to go to
   A) The game settings and change tanks generations and other specific features used to generate grid.
   B) Load the game
   C) Start the game with custom or default settings.
3. When the actual game starts we will display map, fortress health, number of enemies remaining and how much does each and anyone hits.
4. Now we expect the users input.
   A) If the player enters valid format for the location on the map, program will reveille what is actually on that cell, perform calculations and go to (4)
   B) If the user enters special character that indicates exit then we will quit the game to the main menu. (1)
   C) If that will be another reserved word/character we will save the game. And it can be loaded from (2.B)
   D) Any other kind of input would be considered invalid and the user will be provided with such message and will be asked to make another choice, repeat (4)

Variation #1

(2.A) The user will input dimensions of the grid, and will be asked to do so until dimensions are valid. The amount of tanks should be reasonable relating to the dimensions, but such choice will be provided too.

Variation #2

(2.B) If no saved games are found then the user will be informed and kicked out from the loading menu. If there are some saves then they will be listed on the screen. And then will be waiting to pick one of them or quit from loading the game.

Variation #3

(2) If the input was invalid ask for input again, show on the screen what went wrong.

Variation #4

(2.C) Two choices will be listed: default game or custom game. If it wasn't set up in the game settings the game will start right away.