

Use Case: Shoot at enemy

Summary: Use case for how to shoot at an enemy ship.

Priority: Medium

Extends: -

Includes: -

Participators: Client, Server

Normal flow of events:

Player choose to shoot at an ship.

	Actor	System
1	Mouse over a frame from your opponent's grid	Highlights the frame.
2	Presses the left mouse button	Sends a fire message to the server.
3		Receives a hit/miss message from the server.