

Scope:

This would be a single player game between the user and the computer. The provided ships would be placed on the board by the user and the computer would guess whether the user's ships were hit or not. At the same time, the user would have to guess the coordinates of the computer's ships. Whoever is the first to have all their ships hit, then that player has lost and the opponent won the game.

Score

- After Player 1 calls out a grid coordinate, Player 2 claims "hit" or "miss".
 - If "hit": place red peg
 - If "miss": place white peg
- Player 2 calls out a grid coordinate.
- If ship is completely "hit" and therefore, sunks, owner of that ship must declare it.

Losing/Game Over

- A player loses a game when all ships of the player has been hit.
- Once declared, the game status changes to GAME OVER.

Winning

- A player wins a game when player successfully targets/hits the ships of the opponent .

Use Cases:

1. Set-Up Phase
 - a. Main Page
 - i) Start
 - ii) Single vs Double Players
 - iii) Rules of the Game/ How-To
 - b. Player Info
 - c. Set-Up ships on grid
2. Playing the Game
 - a. If "hit": red peg
 - b. If "miss": white peg
 - c. All the ships of a player has sunk -> Game Over
3. Reset Game