

**PrOjEcT oWnEr:**

ASCII graphics

2 player base using one console (maybe networking in the future)

A Rulebook to know the Rules.

**Short term Goals:**

Displaying UI

- Create a board
- Placing ships
- Player Names

Low-Level

- Everything is through the keyboard. No clicking.

**Stretch goals:**

Implement networking.

Play against a computer.

Tournament Board.

Team Board w/ friendly fire.

**GAME:**

5 x 5 board.

3 ships variations: 3 x 1, 2 x 1, 1 x 1.

Rematch Option

**PRIORITIES:**

Having a board that you can place pieces on

Declare where you want to shoot

Have thing to hit

Have that show up as a text graphic

Declare a winner

Stretch goals

**USER STORIES:**

As a player, I want to put ships on a board so that I can start the game.

As a player I want to play battleship by myself so that I can play alone.

As a player I want to play battleship with my friends so that I beat them.

As a player I want to play a 2 player battleship using on console so that'll be easier.