Software Requirements Specification

Software: Battleship Game

Language: Swift

1. The game should allow two players to play using the same computer
2. The game should switch which ships are visible when the players switch out
3. The game should keep track of how many ships each player has left
4. The game should display a board that shows the current player’s ships and where they’ve attacked
5. The game should let players choose where to attack and determine if the attack is successful
6. The game board should be able to be reset for a new game
7. The game should display a game over message when one player loses all their ships and show the winner
8. The game should have a timer counting down the amount of time left for a player’s turn