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<u>Use Case</u>: Play Game

<u>Preconditions:</u> Tanks and board load without any errors.

<u>Steps:</u>

1. Board and structure integrity are printed onto the screen
2. The User enters their move in the form: letter then number
3. System notifies the user if that shot was a miss or a hit
4. System notifies the user the player of the tank shots, structural integrity takes damage
5. Board and structure integrity is updated then reprinted

<u>Variation 1#:</u>

1.1) In Step 2. User enters the move in the wrong format (bad input)
1.2) System notifies the User of their error and prompts them to try again, reminding the User of the correct format
1.3) Continue to step 2.

<u>Variation 2#</u>:

1.1) In Step 2. User enters a negative number or a number exceeding the game boundaries
1.2) System notifies the users that their artillery cannot shoot that far or they are aiming at civilians (Out of range)
1.3) Continue to step 2.