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**Requirements Gathering via an Interview**

Questions and Answers

**1. What are the rules for playing the classic Battleship game?**

**Answer:**

Battleship is a classic game in which each player places a fleet of ships on a 10x10 grid. The ships come in different sizes, such as 1x5, 1x4, 2x3, and so on. To "hit" the opponent's ships, players alternately call out coordinates on their grid. When a player shouts out a coordinate that includes a portion of an opponent's ship, that player has hit. Until one player has brought down every ship owned by the opposition, the game is over.

**2. In the software version, which fundamental gameplay mechanics need to be maintained?**

Answer:

The core mechanics are:

* Play games on a 10x10 grid.
* Each player calls out the attack coordinates in turn.
* Ships must be positioned on the grid without overlapping.
* Players should be alerted by the game when they hit or miss.
* When one player sinks every ship owned by the opposition, the game is over.

**3. Who are the intended users of this online Battleship game, and competitive players?**

**Answer”**

The target market consists of casual gamers who like straightforward turn-based strategy games. The game should have an easy-to-use interface that is appropriate for both adults and children, as it should be accessible to players of all ages. Players that choose a more difficult experience should have access to a competitive option as well.

**4. What challenges do players usually encounter when playing Battleship?**

**Answer:**

Common challenges include

* Keeping in mind which squares have already been targeted.
* using good ship placement strategy to prevent being hit easily.
* Recognizing the game's feedback, particularly the hit/miss messages

**5. Would you like the software version to have any features or components (such as time limits or score tracking)?**

Answer:

* counting the turns, hits, and misses to determine the score.
* choice to engage in a timed game.
* Sound and visual elements (such as splashes for misses and explosions for hits) are used to improve the feedback.
* Support for multiplayer so you can play online against other players.

**6. In what way should the game respond to user input, such as keyboard and mouse clicks?**

**Answer:**

To choose locations on the grid, players should click with their mouse. Players should be able to click to put ships at the beginning of the game using a straightforward user interface. If the user desires, keyboard shortcuts should also be available to expedite gaming.

**7. Should there be a single-player, multiplayer, or both modes in the game?**

**Answer:**

It should support both multiplayer and single-player modes. While multiplayer mode would allow two players to compete against one another, single-player mode would let the player play against AI.

**8. How should the game give players feedback, such as sound effects, visual effects, and hit/miss alerts?**

**Answer:**

Feedback should be clear and immediate, for example

* Visual cues (O for misses, X for hits).
* A sound effect for both hits (explosion sound) and misses (splash sound).
* **9. Are there any more features in mind, such varying degrees of difficulty or the ability to customize ships or grids?**
* AnswerIn single-player mode, AI should have a difficulty level (easy, medium, or hard).
* Adding customization possibilities for grid size (e.g., 12x12 or 15x15) or even ship positioning could make the game more varied.

**10. Are there any special requirements for the game’s interface (e.g., visual themes, color schemes)?**

**Answer:**

It should be easy to use, straightforward, and intuitive. There should be visible lines dividing the squares in the grid. It might be better to select a color scheme with gentle contrasts, such as light blues or neutral tones, so as not to overwhelm the consumer.