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**Part 2: User Stories**

**User Story 1**

I want to be able to arrange my ships within the game's boundaries as a player by using a grid to place them on.

Requirements for acceptance:

* The grid ought to be 10 by 10.
* Ships must be arranged such they do not overlap.
* The player has the option of positioning ships vertically or horizontally.

**User Story 2:**

As a player, I want to try to hit the opponent's ships by attacking squares on their grid.  
Criteria for Acceptance:

* Selecting a tile to attack should be possible for the player.
* The attack's success or failure should be indicated by the game.

**User Story 3:**

For me to quickly monitor my progress as a player, I would like to see the visual representation of my attack results on a grid.

Acceptance Criteria:

* Hits should be represented by X on the grid, and misses by O.
* After every attack, you should update the opponent's grid.

**User Story 4**:

To keep track of the game's progress, I would need the game to alert me when a ship is sunk.

**Acceptance Criteria:**

* The player should be alerted by the game when a ship is sunk.
* It should specify which ship was sunk in the message

User Story 5:

As a player, I want the game to terminate when every ship owned by my opponent has sunk so I can declare the winner.

**Acceptance Criteria:**

* When every ship is sunk, the game recognizes it automatically.
* The winner is informed by a message.