Use Case Document

Computer Desktop Battleship Game

November 2016

1. The user shall have ability to start the application via standard terminal or development interfaces. The game user interface shall appear once the application is started.
2. The user shall be able start a new game of Battleship via the user interface.
3. The user shall be able to place their own game pieces wholly within their own Allied grid via the user interface.
   1. The user shall be able to place their game pieces in either a horizontal or vertical position. No diagonal placement is allowed.
   2. The user shall not be able to place ships in overlapping positions.
   3. The user shall not be able to place their ships outside their own grid or on or within the opponent’s grid.
   4. For version 1, the second user shall consist of the CPU of the computer. Placement of the second users game pieces shall be automated and follow the same rules listed above.
4. The user shall have the ability to guess the location of the opponent’s game pieces via the user interface.
   1. The user shall have one guess per turn. All other guesses in a single turn shall be ignored by the user interface.
   2. The user shall only be able to guess locations within the opponent’s or Target grid via the user interface or via a textual interface tied to the opponent’s grid. All other actions outside the opponent’s grid or the alternative interface shall be ignored.
   3. For version 1, the second user shall consist of the CPU of the computer. “Guesses” from this player shall be automated and follow the same rules and indications as for the first user.
5. The user shall have the ability to determine whether their guess of the location of an opponent’s game piece was correct or incorrect. The indication shall be textual, graphical or both.
6. The user shall have the ability to determine the number of both correct and incorrect guesses via the user interface.
7. The user shall have the ability to determine if they have guessed all of the locations covered by a game piece and have thus “sunk” or removed the game piece from the game via the user interface.
8. The user shall have ability to determine if they have “sunk” all of the game pieces of their opponents and thus have won the game via the user interface.
9. The user shall have the ability to reset the game board, removing all indications of the previous game including game pieces and any indications of game play via the user interface.
10. The user shall have the ability to exit or terminate the game at any time via the user interface. The user interface shall disappear at this time.