

## Play Game

- 1) System displays game board and fortress health
- 2) System prompts user for shot coordinates:  
Enter your move:
- 3) User enters coordinates on keyboard
- 4) System informs user of hit or miss
- 5) System displays fortress damage taken by active tanks left on game board:  
You were shot for x!
- 6) System displays game board with new shot marker from previous shot
- 7) System displays new fortress health
- 8) System repeats step 2 until game ends when fortress health reaches 0 or when all tanks destroyed

## Variation #1

- 1.1. In step 3, user enters invalid coordinate
- 1.2. Game system prompts:  
Invalid target. Please enter a coordinate such as D10.
- 1.3. Continue with step 2

## Variation #2

- 2.1. In step 4, user shot is a miss
- 2.2. Game system's tanks do not take any damage
- 2.3. Game system places new shot marker  
.  
on user's entered coordinate
- 2.4. Continue with step 7

## Variation #3

- 3.1. In step 4, user shot is a hit
- 3.2. Game system decreases fortress damage taken by damaged tank
- 3.3. Game system places new shot marker  
X  
on user's entered coordinate
- 3.4. Continue with step 7