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CS 3331
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Battleship

Player

Run Program —— <<Includes>> ——> Input Coordinates

DisplayCoordinates <—— <<includes>> —— Input Coordinates

Battleship

Player

Create Game —— <<include>> ——> Configure Game

Load Game

Place Ship

Shoot Torpedo

Save Game

Delete Game

<<extend>>

Win Game

Display Error —— <<extend>>

Choose Game —— <<include>>

CPU
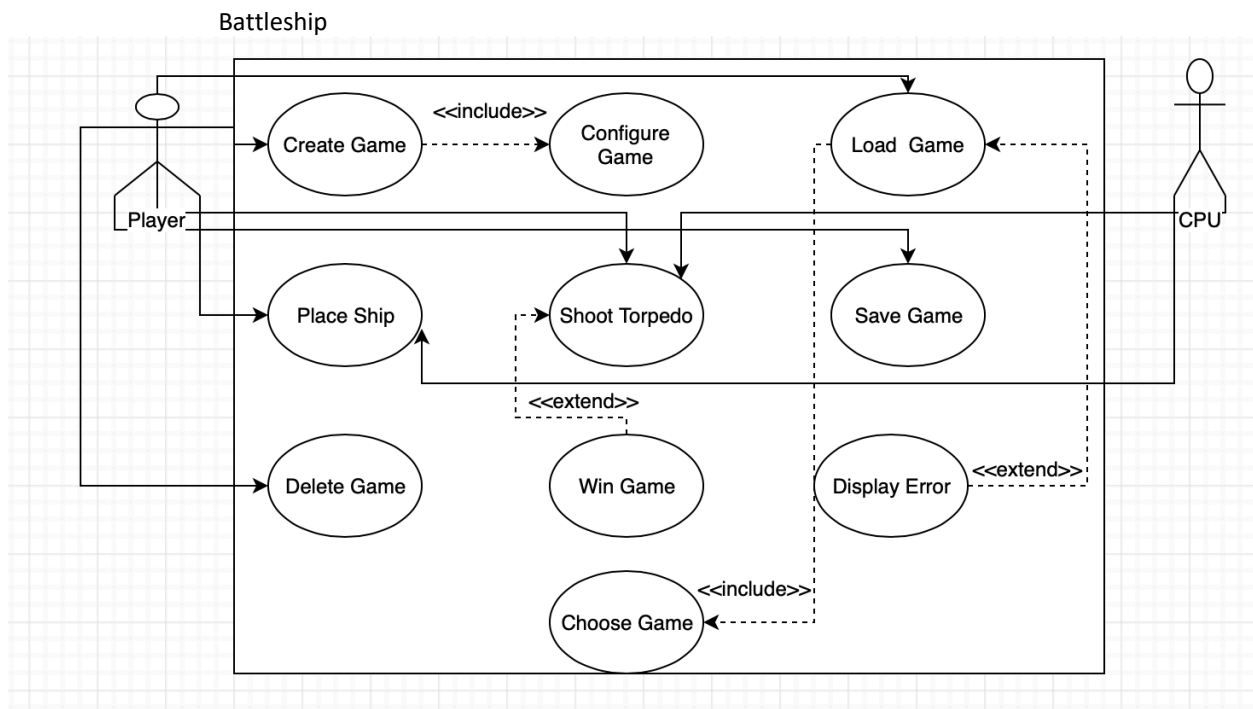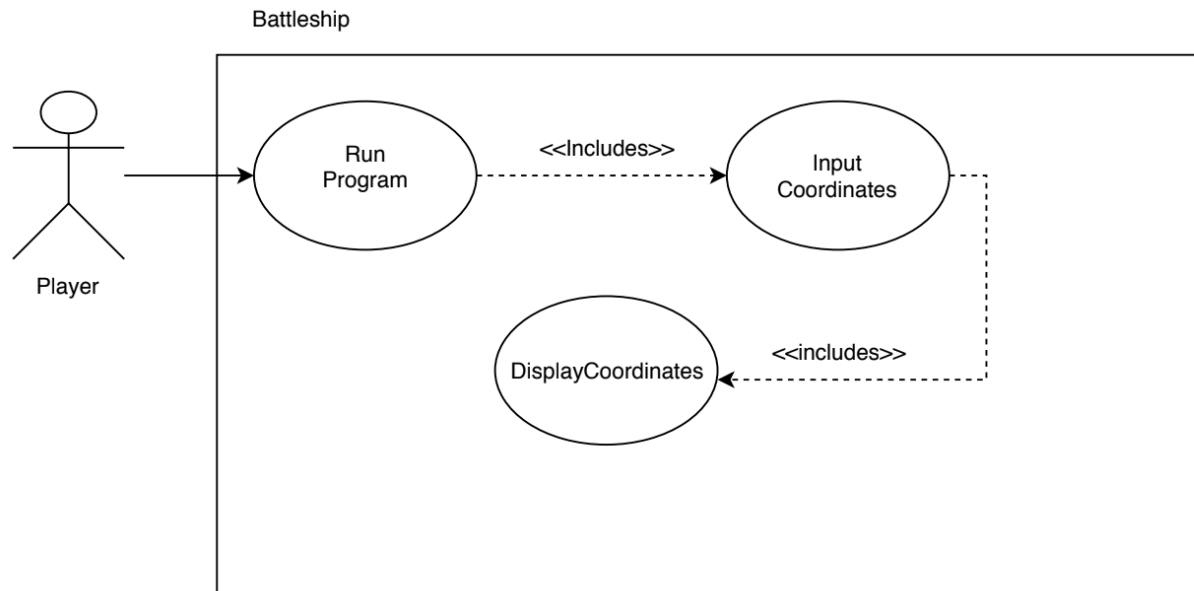
Use Case: Create Game	
Description: Player Creates another file of a game	
Actors: Player	
Precondition: App must be open	
Main Scenario:	
User	System
Runs Program	Creates game board
Alternative:	

Use Case: Configure Game	
Description: Player selects settings for the game	
Actors: Player	
Precondition: Game must be created	
Main Scenario:	
User	System
Sets up the settings they want for the game	Reads the instructions from the user and creates a specific board from said instructions

Use Case: Load Game	
Description: Player selects previous saved game to reload	
Actors: Player	
Precondition: Game must have existed beforehand	
Main Scenario:	
User	System
Selects file to reload	Reads file and displays saved game on the board
Alternative: User selects empty file	

Use Case: Place Ship	
Description: Player selects point to place ship	
Actors: Player, CPU	
Precondition: Game must be active	
Main Scenario:	
User/CPU	System
Selects point for ship	Places ship on board
Alternative: Point occupied User resets game	