Assignment 2
UML Use Case Modeling

In this assignment, you will practice developing UML Use Case Models to describe system requirements. You will also develop Use Case Scenarios to specify details of use cases.

This assignment does not require any coding. You can draw Use Case models by hand, or by using any software tool of your choosing. Make sure you Use Case model is well organized and is easy to read.

Use Case Modeling and Use Case Scenarios:
Design a UML Use Case model for a complete Battle Ship game. You can use a specific Battle Ship game or use a hypothetical one as a reference.

Your Use Case model should contain at least 10 Use Cases and demonstrate all Use Case Model elements, including <<include>> and <<extend>> (at least two of each). Chose any three Use Cases and create a Use Case scenario for each. The Use Case Scenario should define all the interactions between the User and the System, and define any alternative or exceptional scenarios.

Evaluation Criteria
Your assignment will be evaluated using the following criteria.

- *Correct*: Proper use of modeling notation, correct identification of key system use cases.
- *Consistent*: Are the different use cases consistent with each other?
- *Unambiguous*: Is the use case model clear? Are there any ambiguities, or aspects that can have multiple interpretations?
- *Complete*: Does the model cover in sufficient depth the battle ship game?

Submission Guideline
Submit a single PDF document.
Submit by the due date, no late submissions are accepted.