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CSCI 205 Final Project

User Stories:

1. Able to view my board as well as my attempts on my opponent's board.
2. Attack using the GUI (no command line).
3. Play with an opponent over the network (matchmaking system).
4. Have sound and background music. Also play music for a victory.
5. Ability to customize the board size. The minimum size is always 10x10 and the minimum number of ships is always 5 (traditional Battleship ships).
6. Keep track of statistics in the current game and lifetime statistics (hit accuracy, win/loss count).
7. User account to save statistics.
8. Timer to make sure the players are still playing.
9. The game needs to be responsive. There cannot be any lag.