# Prototype Report

**QuickBattleship**

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# Version History

| Date | | Author | | Version | | Changes made | | Rationale | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 03/14/17 | | EM | | 1.0 | | * Converted template to Project Team Version | | * Must erase all template and non-project related contents. | |

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### Introduction

The purpose of the prototype report is to provide a visual representation of the main features that will be supported by the QuickShip game.

* Prototype report version 1 draft.

### Navigation Flow

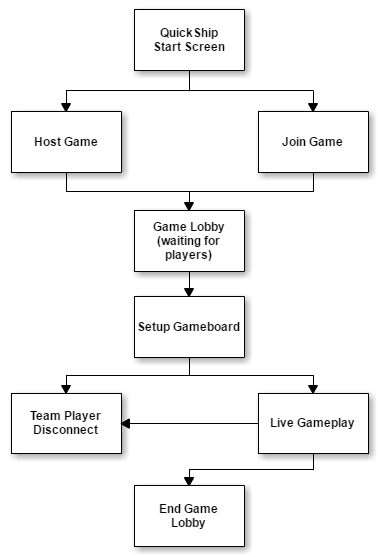


Figure 1: Navigation Flow of QuickShip

### Prototype

Table 1: Setup Gameboard

|  |  |
| --- | --- |
| Description | This screen allows the player to setup their gameboard before the game begins. |
| Related Capability | QS-2  QS-3 |
| Pre-condition | Game Lobby screen |
| Post condition | Live Gameplay screen |

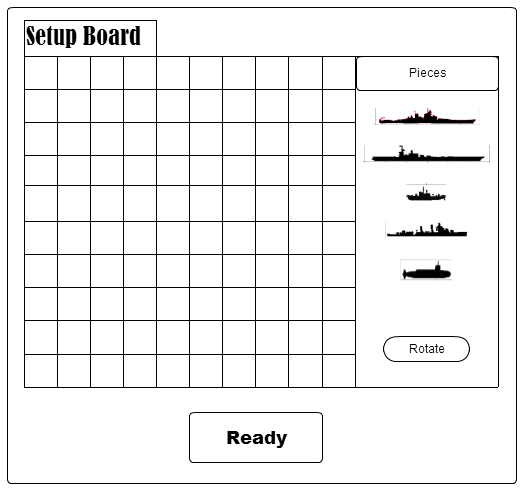


Figure 2: Setup Gameboard

Table 2: Live Gameplay

|  |  |
| --- | --- |
| Description | This screen contains a configuration setup of a 2 vs 2 game (may be supported; first milestone goal is 1 vs 1). This screen is not to scale with the mobile app screen but may be implemented as a touch screen scrollable environment. This screen allows players to view the status of their ship fleet as well as their enemies explored areas. |
| Related Capability | QS-4, QS-5, QS-6 |
| Pre-condition | Setup Gameboard screen |
| Post condition | Team Player Disconnect state OR End Game Lobby screen |

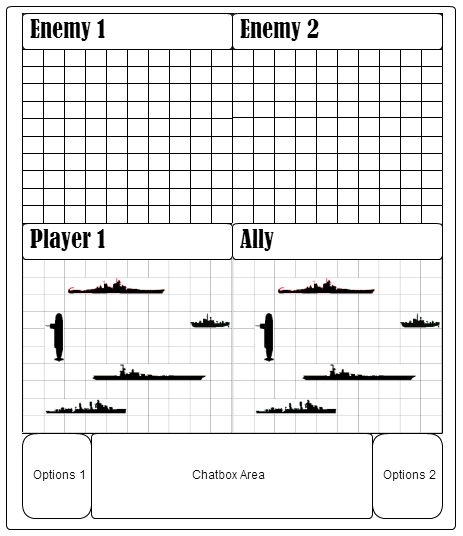


Figure 3: Live Gameplay