Requirements:

* Be able to play with 2 players
* Be able to play with 3 players
* Be able to play with 6 players
* Each player has 3 different tanks
* Each tank has four different attributes, (HP, Speed, Range, Attack)
* Be able to play on a single computer
* Be able to play over a network
* Have fog of war
* Know the status of tanks within current line of sight
* Have a working AI
* Be able to win
* Have randomized starting locations
* Tanks must be able to move
* Tanks must be able to attack
* Tanks must be able to die
* Have to be able to see the board
* Have to have turns
* Each player’s tanks must be distinct
* Must be able to select different tanks from the same tile
* Board size must change with number of players
* Players that have lost all tanks must lose their turn
* When there are three players must be able to choose board size
* Have a start menu
* If a player leaves, their tanks blow up and the game continues
* Have observers
* When a player loses they become an observer
* Players may end their turns without finishing all their actions
* If a player uses all of their tanks actions their turn ends
* Turn order is adjusted as tanks die

Actors:

* User
  + Be able to navigate the menu
  + Create game
  + Join game
  + Be either a player or an observer
* Player (Both human and AI, ask next meeting)
  + Can inspect tiles
  + Can move their tanks
  + Can attack with tanks
  + Can end their turn
  + Forfeit
* Time
* Network
  + Communicate with server
  + Communicate with player
* Server
  + Host the game
  + Save the state to be transferred
* Observer
  + Can see entire board
  + Can inspect tiles
  + May leave