



Functional Specification

Battleship

Version 1.4

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Code **Ошибка!** Неизвестное имя свойства документа.



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Version: Ошибка! Неизвестное имя свойства документа., Code:

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1. Introduction

1.1. Document Identifier

All functional requirements will of Battleship game will be described in this document.

1.2. Scope

Introduction section provides overview of the document content as well as the brief description of the project requirements. Definitions of terms and acronyms section includes description of all the terms and acronyms used in the document. Section References has links to the documentation and sources used to build this document. All the requirements are described in subsections of Requirements section. The features that the project should support are described in section Functional Requirements. Platform Requirements specifies all the hardware and software requirements of the project, including hardware models and operating system versions. The architecture of the project is described in Overview of Solution section. Black-box Description section describes the actions that the player can do with the program and explains the outcomes of the according actions, without going deep into details. Use cases Coverage section is for making sure that the functionality described in the above sections covers the use cases of the project.

1.3. Definitions of Terms and Acronyms

Glossary

Sea	–	the playing board.
Ships	–	targets of the player
Shooting	–	the process of entering the coordinates of a targeted ship.

1.4. References

[Морской бой \(игра\)](#) This article describes the rules of the game.

2. Problem Statement

1. The program should create and print to console a 10x10 playing board.
2. The program should randomly set 10 ships on the board non visible to the player.
3. The player should be able to enter coordinates of the targeted ship.
4. The program should print messages and update the sea (playing board) according to the entered coordinates.

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3. Platform Requirements

Anything.

Supported OS:

- Ubuntu 4.10 (Warty Warthog) and higher

4. Overview of Solution

The game is played on console. It doesn't support a GUI. Blank points are marked with '0's, hit ship points are marked with 'X's and missed points are marked with '.'s.

5. Black-box Description

The program allows player to shoot at opponent's (computer's) ships by entering coordinates and receive updates and messages according the entered coordinates. After sinking all the ships of the computer the game is over.

6. Use Cases Coverage

The functionality described in the above sections covers all the use cases of the project. The use cases should be described in the Use Cases Document which is not required.