





Use Case

- 1) The Battleship system checks if there are any ships left
- 2) The Battleship system sets the current player
- 3) The Battleship system displays the board for the current player
- 4) The Battleship system prompts the current player for coordinates
- 5) The current player enters coordinates
- 6) The Battleship system validates the input from the current player
- 7) The Battleship system builds and submits the coordinates
- 8) The Battleship system provides feedback of the shot
- 9) The Battleship system hides the board for the current player