





- 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