User\_stories, Features, Epics

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| **Epics** | **Features** | **User\_stories** |
| Game Setup | Game Board Initialization | As a player, I want to choose the orientation (horizontal or vertical) of my ships so I can strategize my placements. |
| Gameplay Mechanics | Turn-Based Attacks | As a player, I want to see feedback if my attack was a hit or a miss so I can track my progress. |
| Win/Loss Conditions | Ship Status Tracking | As a player, I want to know when I’ve sunk an opponent’s ship so I can track my progress toward winning. |
| User Interface | Interactive Grid | As a player, I want the grid to highlight when I hover over cells to indicate possible moves |
| Multiplayer Support | lobby | As a player, I want to play a local game with another player on the same device so we can take turns. |
| Game Statistics | Win/Loss Record | As a player, I want to see the number of games I’ve won and lost so I can measure my success. |
| Power-Ups and Special Abilities | Radar Power-Up | As a player, I want to use a radar power-up to scan multiple cells at once and identify potential ships. |
| Customizable Game Modes | Classic Mode | As a player, I want to play in classic mode that follows the traditional rules of Battleship. |