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Use Case

Play Game

1. User enters command line argument for tank amount
2. System loads/display UI, map of Fortress defense , fortress health
3. System ask User for input of the coordinate on the map that they wish wish to attack.
4. User enters input of coordinate on the map they wish to attack
5. System displays the results of the player/user's attack and output Damage done by assaulting tanks.
6. System checks does a victory/defeat check, if false then go back to step 3 And continue program until check value is true.
7. System reveals the entire board and announces the result game. Victory/Defeat

Variation #1:

- 1.1 In step 1, user enters an invalid input for argument,
- 1.2 System defaults to 5 tanks and begins the game.
- 1.3 System continues to step 2

Variation #2:

- 2.1 In step 3, user enters an invalid coordinate/input
- 2.2 System outputs "You have entered an invalid input, please try inputs in [A-J][1-10] format, example: a10.
- 2.3 Continue with step 3