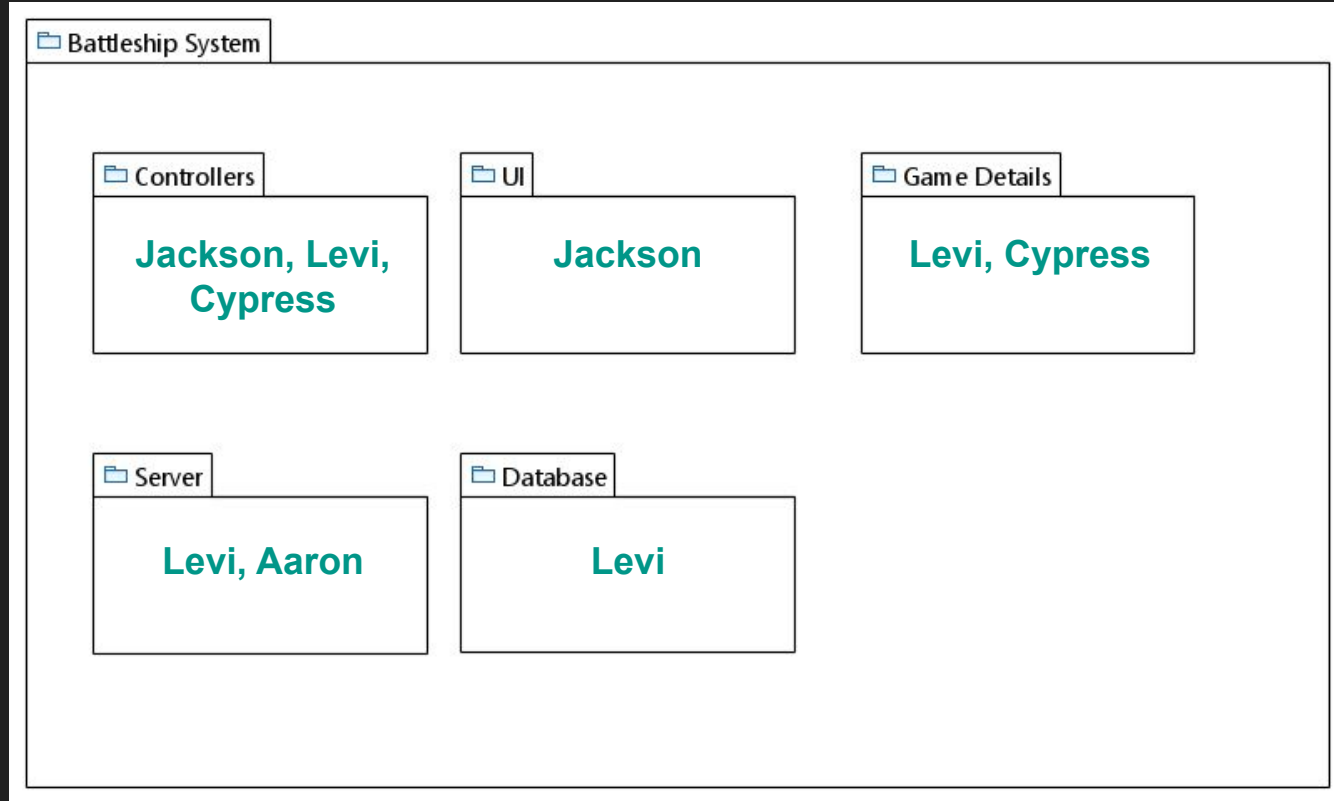




An implementation of the classic game *Battleship* using a client-server architecture

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Package Diagram

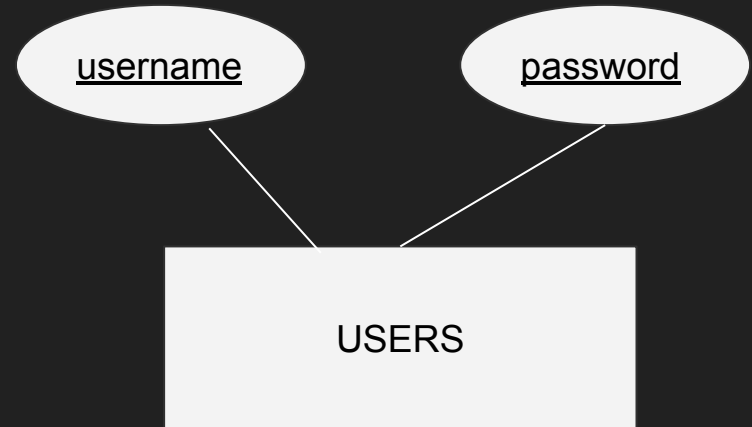


Database Design Diagram

Relational Schema



E-R Diagram



Functional Requirement: Login

Players must login with valid username and password

Use-Case Description: Login

Use Case: Login

Actors: Player

1. Player chooses “Log In” option from initial screen
2. Player enters username and password.
3. System verifies the provided username and password.
4. System logs the Player in.
5. System displays a screen with options for starting a new game or joining an existing game.

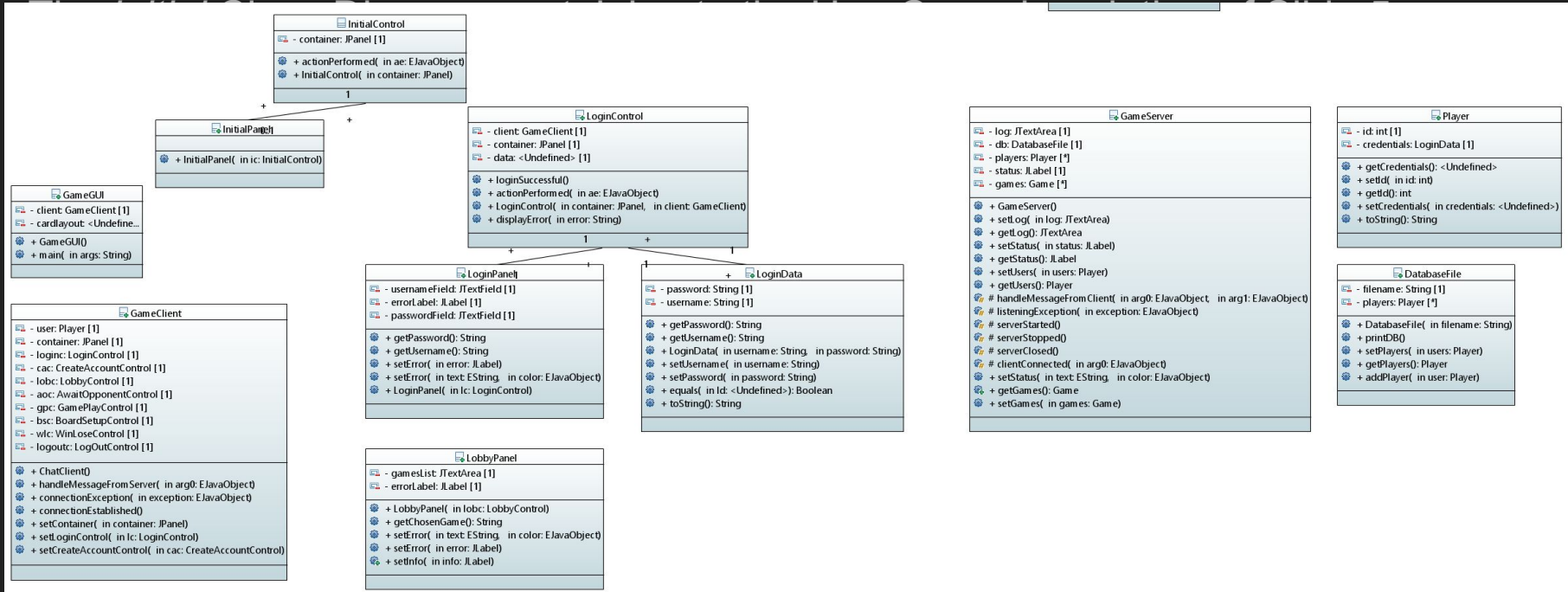
Entry Condition:

Player launched game and selected “Log In”

Exit Condition:

Player is directed to the game lobby

Initial Class Diagram for Login



Final Class Diagram

