

# User Stories

## Choosing a game type

The first step for creating a game is to choose the game type.

The user can choose between a singleplayer game and a multiplayer game via Bluetooth.

Singleplayer games are played locally on the device against an AI whereas the multiplayer game requires two devices connected via Bluetooth.

## Choosing a difficulty – Singleplayer game

When the singleplayer game type has been chosen, the next step is to select the difficulty on which the AI is playing. Three options are available:

- Easy
- Medium
- Hard

## Choosing a game mode

This step applies to the singleplayer game type – after selecting a difficulty – and the multiplayer game type when hosting a game.

The game mode defines the setup of available ships during the game. In total there are four modes available, from which three can be unlocked as an In-App purchase.

[Multiplayer] When the host of a game chooses a game mode that only he has purchased, the client however can also play this mode, even when he hasn't purchased it.

- Standard (available for all players from the beginning)
  - 1 ship with size of 4
  - 2 ships with size of 3
  - 3 ships with size of 2
  - 4 ships with size of 1
- Big ships (available as an In-App purchase)
  - 1 ship with size of 5
  - 2 ships with size of 4
  - 3 ships with size of 3
  - 2 ships with size of 2
- Mode 3 (available as an In-App purchase)
  - 5 ships with size of 1
- Mode 4 (available as an In-App purchase)
  - Each player only one ship with the size of 1

## Choosing a battlefield size

This step applies to the singleplayer game type – after difficulty and game mode has been selected – and the multiplayer game type when hosting a game – after game mode has been selected.

The battlefield size defines the space where ships can be placed and shots can be fired.

Three modes are available in total, from which two can be unlocked as an In-App purchase.

[Multiplayer] When the host of a game chooses a size that only he has purchased, the client however can also play at this size, even when he hasn't purchased it.

- Standard
  - 10x10 fields
- Big
  - 15x15 fields
- Huge
  - 20x20 fields

## Joining a multiplayer game

When the multiplayer game type has been selected, the user can join an existing game. When selecting “join”, available devices in the proximity of the user are shown. After a device is selected, the connection gets established and the game starts.

## Hosting a multiplayer game

When the multiplayer game type has been selected, the user can create a new game which other users can join. After selecting “host”, the game has to be set-up like a singleplayer game. Therefore, the user stories **[Choosing a game mode]** and **[Choosing a battlefield size]** also apply here. When the game is hosted, it is visible for other players. See **[Joining a multiplayer game]**.

## Placing the ships

At the beginning of each game, each player has to place his or her ships on the battlefield. This can be done by dragging the ships from the right side of the game screen onto the board. Ships can be rotated as well.

## Firing at the enemy

In each round, a player can fire at the enemy board. A target area is selected and with pressing the “fire”-button the selection is confirmed. If an enemy ship has been hit, the player gets another chance to fire. If no ship was hit, the round ends and the enemy's turn begins. Each player has 30 seconds to fire. If the timer exceeds, no shot is fired and round automatically ends.

## Winning a game

When all the enemy ships have been sunken, you win the game. A win-screen is displayed and the game ends.

## Losing a game

When all your ships have been sunken, you lose the game. A lose-screen is displayed and the game ends.