

## Requirements for Battleship game ASCII Animation given as Collection of Features:

- ◆ The Battleship game is written in C++ and uses a command-line interface, with all output printed to a text-based terminal window. Therefore, all animations are created using ASCII characters and carefully timing their appearance and disappearance to generate a pleasing effect.
- ◆ When the game is started, a colorful welcome screen with large flashing letters made up of ASCII characters welcomes the players. The most prominent graphic is the message, "Welcome to Battleship," in large colorful flashing letters.
- ◆ Animations during the game:
  - When there is a shot that does not hit a ship, a '%' character surrounds the shot coordinate as a square shape, and the square gets larger and larger in a ripple-like effect. When done, a 'O' character indicates the coordinate of the miss.
  - When a shot hits a ship, the animation is similar to a missed shot, except '\*' star characters surround the shot coordinate instead of '%'. When the ripple effect finishes, an 'X' character marks the coordinate of the hit ship.
- ◆ When one of the players has sunk all of the ships, colorful ASCII characters build up large dramatic graphics, including a rocket ship, and the winning player (Player 1 or Player 2) is identified.

### Documentation of the approval request for the Requirements:

