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 '0' 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:

```
┌─────────────────┐
│   Game Start    │
│   Animation     │
└─────────────────┘
         │
         ▽
┌─────────────────┐
│   Play Game     │
└─────────────────┘
         │
         │ Yes
         ▼
        ╱╲                                    ┌─────────────────┐
       ╱  ╲              Miss         ┌──────▷│ Miss Animation  │──────┐
      ╱ Shot╲────────────────────────┤       └─────────────────┘      │
      ╲fired ╱             Hit        │       ┌─────────────────┐      │
       ╲    ╱              └──────────┴──────▷│                 │      │
        ╲  ╱                                  │  Hit Animation  │      │
         ╲╱                                   │                 │      │
         △                                    └─────────────────┘      │
         │ No                                          │               │
        ╱╲                                             │               │
       ╱  ╲                                            │               │
      ╱    ╲◁───────────────────────────────────────┴───────────────┘
      ╲Game ╱
      ╲over?╱
       ╲   ╱
        ╲ ╱
         ╲╱
         │
         │ Yes
         ▽
┌─────────────────┐
│Game over animation│
└─────────────────┘
```