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Number	Description	Func/Non-Func	Input	Output	Pass
1	Firing	Func	A tile is selected as a destination for a bomb	If a boat is on the tile, a hit is registered, otherwise, a miss is registered	Pass
2	Sinking	Func	All boat tiles have been selected for a bomb and fired at (in separate turns)	The ship is sunk and relays to the user that it has been sunk	Pass
3	GameOver	Func	All boats have been sunk	A victory or defeat message has been relayed to the user	Pass
4	Turn	Func	A player tries to go twice without waiting for the other player	The player can't go out of turn	Pass
5	Seeding	Func	A rng seed is input	The bot's firing and placement of ships is accurate to the seed	Pass-no seed can be entered by user though
6	Forfeit	Func	The forfeit button is pressed	The server is closed, the game ends, victory is registered, and all processes in the game are terminated	Fail
7	Placement	Func	All boats are placed and finalized	The boat tiles register a boat and functionality is as expected for the boating	Pass
8	Bot	Non	The player elects to play a bot	A bot allows for a competitive game specific to its seed	Pass
9	Server	Non	A player elects to play another real player	The player connects to a server within 10 seconds and functionally plays against another user	Fail