

Collection of Features Requirements Artifact

Frame Generator

- Produces a 2d char array that represents a frame
- Produces a line that can be used to call the corresponding frame

Animation Generator

- Takes Frame Generator output and packages into a list of the frame 2d char arrays
- Takes Frame Generator output and packages into a list of the frame calls required for the animation

Frame Player

- Prints the board outline
- Prints the 2d char array its was handed by printing each 1d char array as new line
- Waits for a time specified by the frame call

Animation Player Shot Miss

- When called initializes all the frame 2d char arrays for the shot miss animation
- Calls the frame player with the correct frames 2d char arrays in the correct order for the shot miss animation and the speed that they should be played

Animation Player Shot Hit

- When called initializes all the frame 2d char arrays for the shot hit animation
- Calls the frame player with the correct frames 2d char arrays in the correct order for the shot hit animation and the speed that they should be played

Animation Player 1 wins

- When called initializes all the frame 2d char arrays for the Player 1 wins animation
- Calls the frame player with the correct frames 2d char arrays in the correct order for the Player 1 wins animation and the speed that they should be played
- Loops the animation for a number of times it was called to do so

Animation Player 2 wins

- When called initializes all the frame 2d char arrays for the Player 2 wins animation
- Calls the frame player with the correct frames 2d char arrays in the correct order for the Player 2 wins animation and the speed that they should be played
- Loops the animation for a number of times it was called to do so