

User Story	Priority	Complete/Incomplete
As a player, I can connect to a WarBoats server, so that I can play against an opponent.	1	Complete
As a player, I can create my own server for a player to connect to and play.	1	Complete
As a player, I can place my ships on the board, so that I can begin the game.	2	Complete
As a player, I can take shots at the other player's board and receive a hit or miss, so I can figure out where their ships are.	3	Complete
As a player, if my opponent hits or misses my ships my board will automatically update with the position my opponent fired on.	3	Complete
As a player, if I destroy all of my opponent's boats I will win the game.	4	Complete
As a player, I want a slick GUI to play Warboats.	4	Incomplete
As a player, when the game has ended I have the option to re-challenge my opponent.	5	Complete
An a player, I want sound effects when players hit their opponents boats.	6	Complete