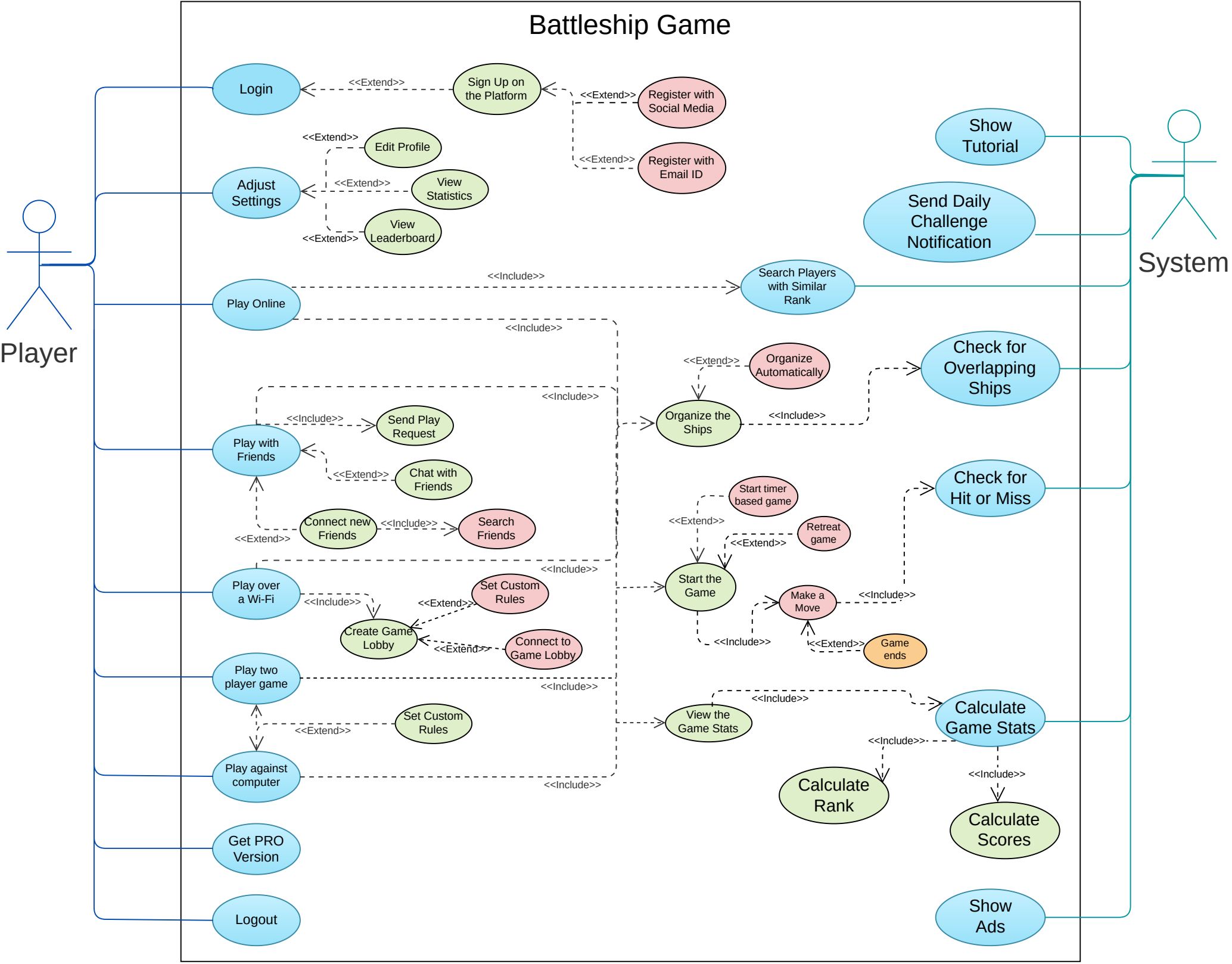


Player

# Battleship Game



<b>Use Case:</b> Play Online	
<b>Description:</b> Play the Game online with random players on the platform	
<b>Actor:</b> Player	
<b>Precondition:</b> Player should already be registered on the platform	
<b>Main Success Scenario:</b>	
Player	System
1. The Player selects to play the game online with random people.  3. The Player organizes his/her ships on the board.  5. Player Starts the game and makes a move.  7. Player views the game statistics.	2. The System searches for another player with a similar rank.  4. The System checks the overlapping placement of ships.  6. The System checks for hit or miss and also if a game has ended or not.  8. The System calculates the rank and scores and prompts to user.
<b>Alternative:</b> The Player left the game while searching for a similar rank player is still on.	
<b>Exceptional:</b> The "Search Players with Similar Rank" use case fails: the system restarts the search.	

Use Case Scenario for "Play with Friends" use case

<b>Use Case:</b> Play with Friends	
<b>Description:</b> Play the Game online with friends	
<b>Actor:</b> Player	
<b>Precondition:</b> Player should already be registered on the platform	
<b>Main Success Scenario:</b>	
Player	System
1. The Player selects to play the game online with his/her friends. 2. The player sends the play request to his/her friends. 3. The player can also chat with friends and add new friends. 4. The Player organizes his/her ships on the board. 6. Player Starts the game and makes a move. 8. Player views the game statistics.	5. The System checks the overlapping placement of ships.  7. The System checks for hit or miss and whether a game has ended.  9. The System calculates the rank & scores and prompts the user.
<b>Alternative:</b> The user sends the play request but doesn't start the game.	
<b>Exceptional:</b> The user tries to start the game without sending the play request: Prompt the player to send a play request.	