

# CS372-BATTLESHIP WILL FISHER DYLAN TUCKER





# TOOLS

Github.com - version control

Waffle.io - user stories & kanban

DeckSet - presentation



How the customer explained it.



How the project leader understood it.



How the analyst designed it.



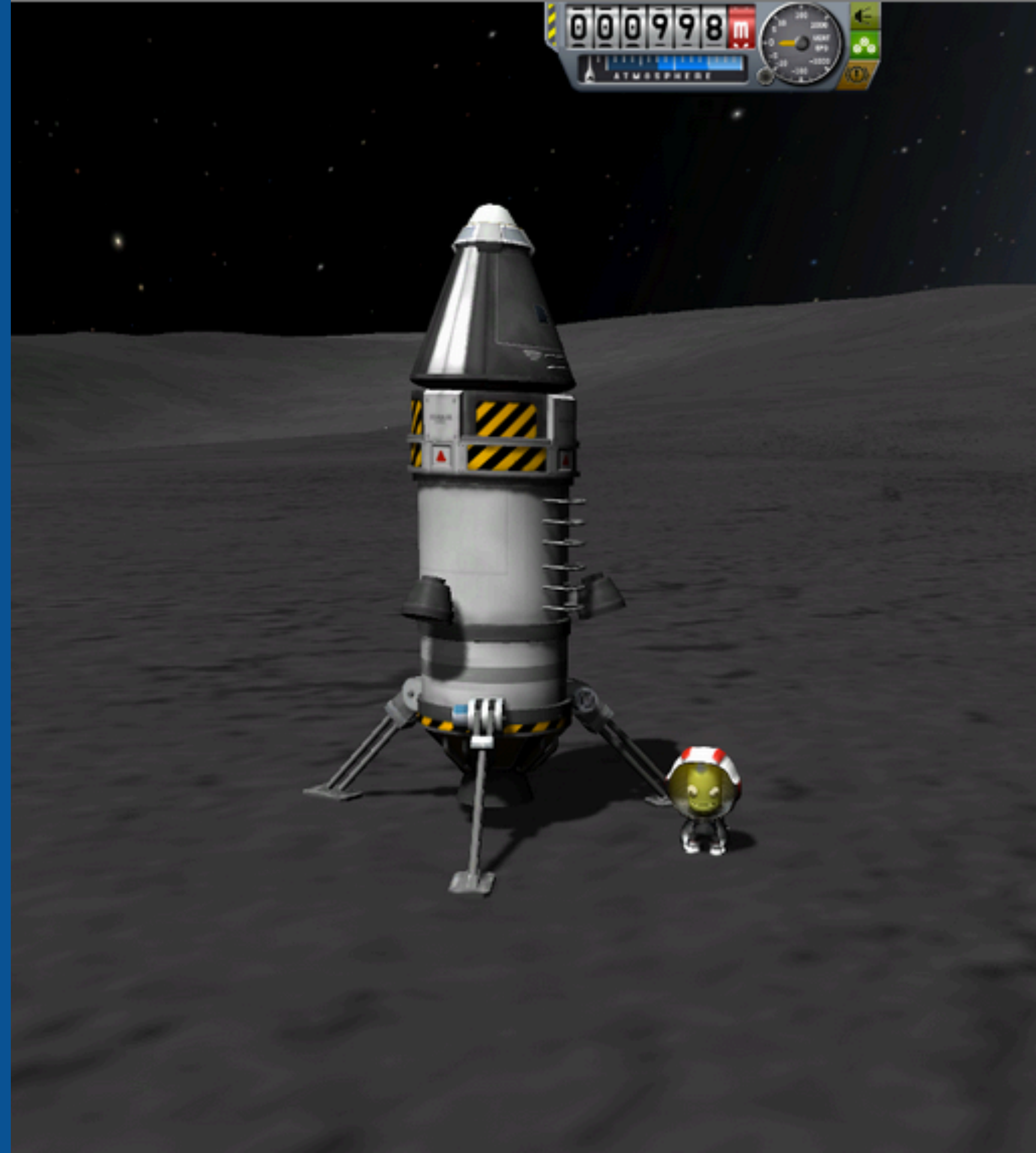
How the programmer wrote it.



What the customer really wanted.

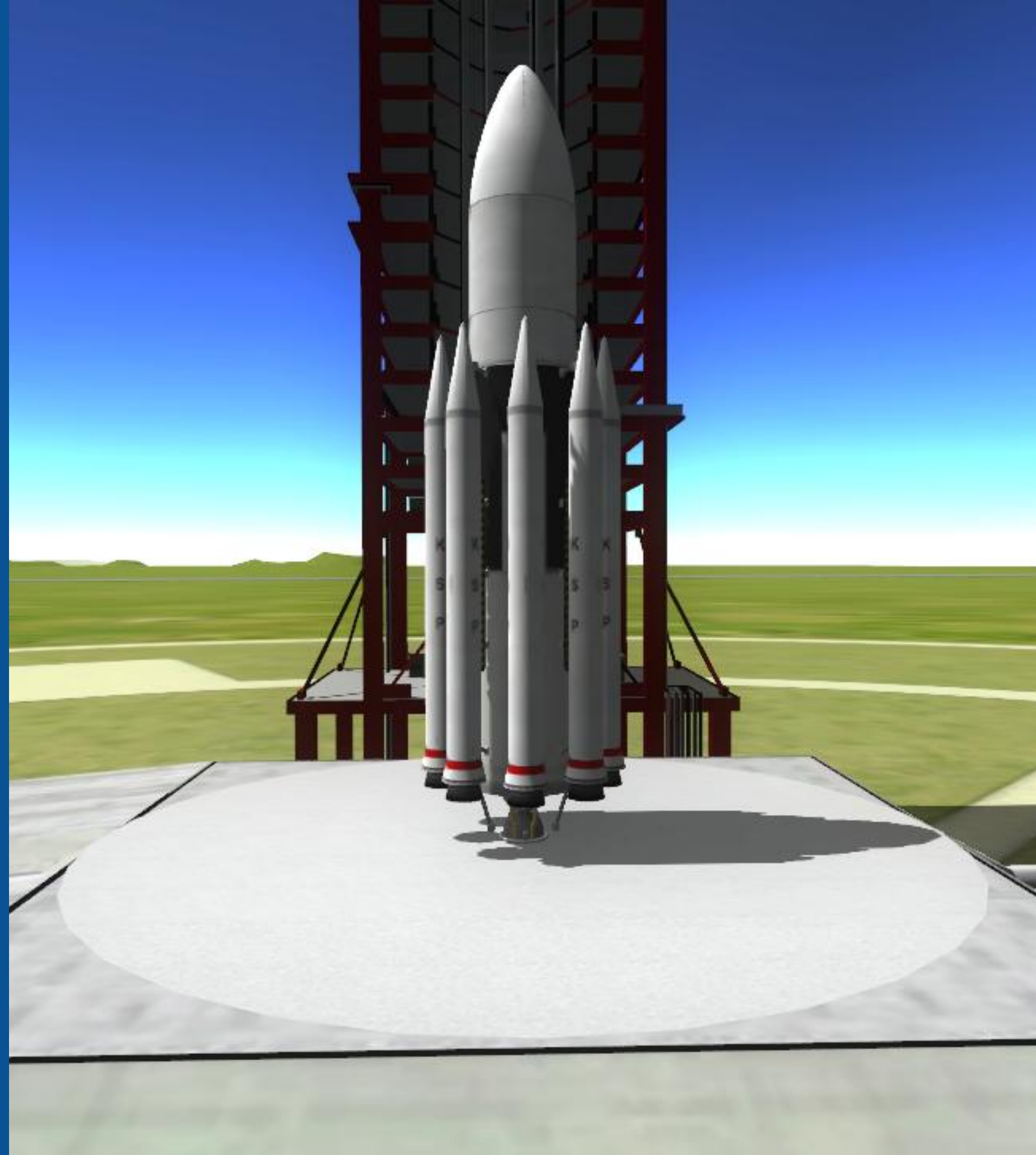
# PHASE 1

- » Basic framework
  - » Setup
  - » Rounds - player 1, player 2, repeat
  - » Endgame
- » Basic rule set
  - » Standardize fleets
  - » Single attack
- » Basic console views



# PHASE 2

- » Scoring system
- » Custom ships
- » Custom fleet (point buy system)
- » Custom rule sets
  - » Multiple attacks/actions depending on fleet size
  - » Different types of attack





# PHASE 3

- » Tournament Mode
- » GUI
- » Network play

