

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.



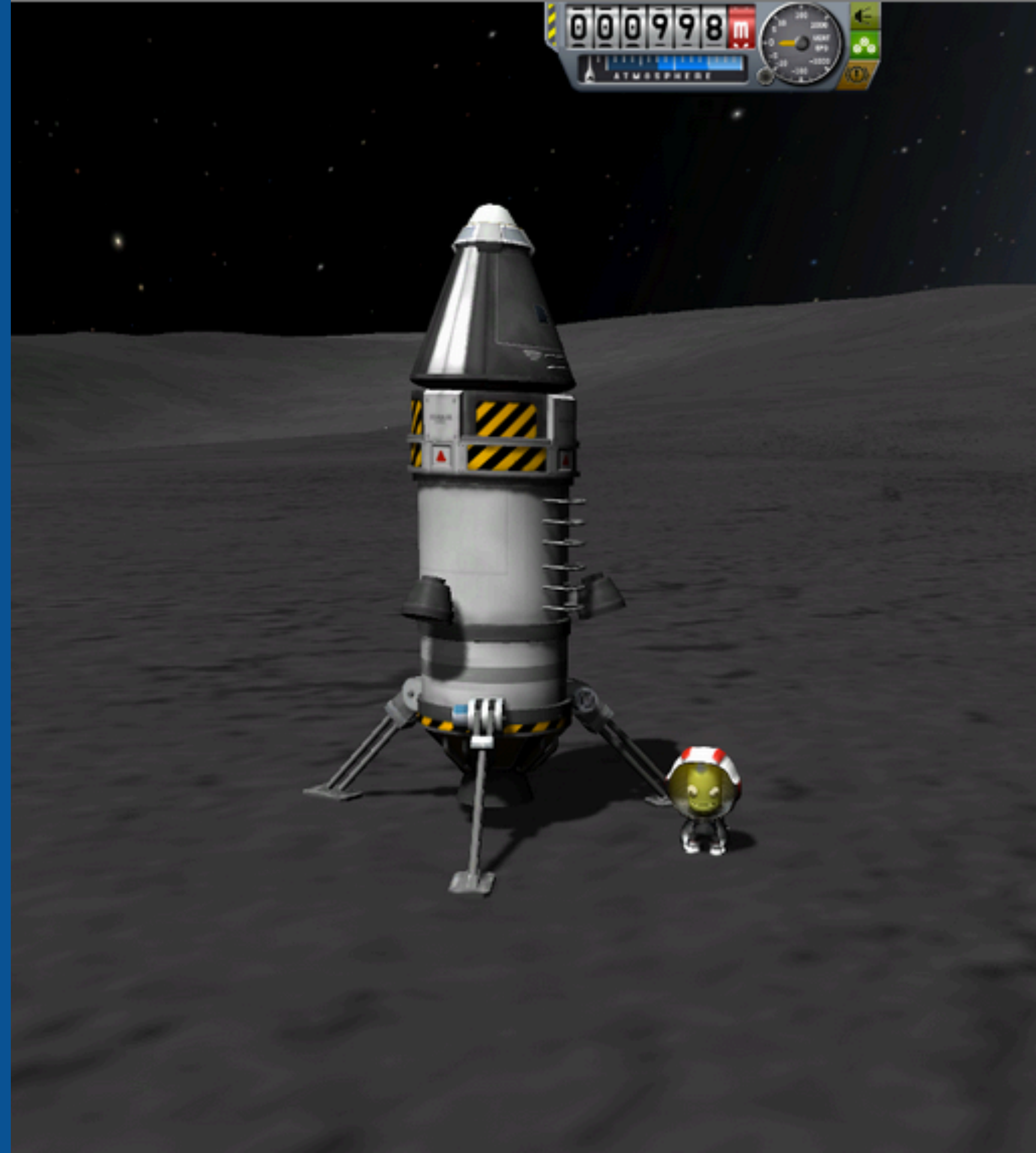
How the programmer wrote it.



What the customer really wanted.

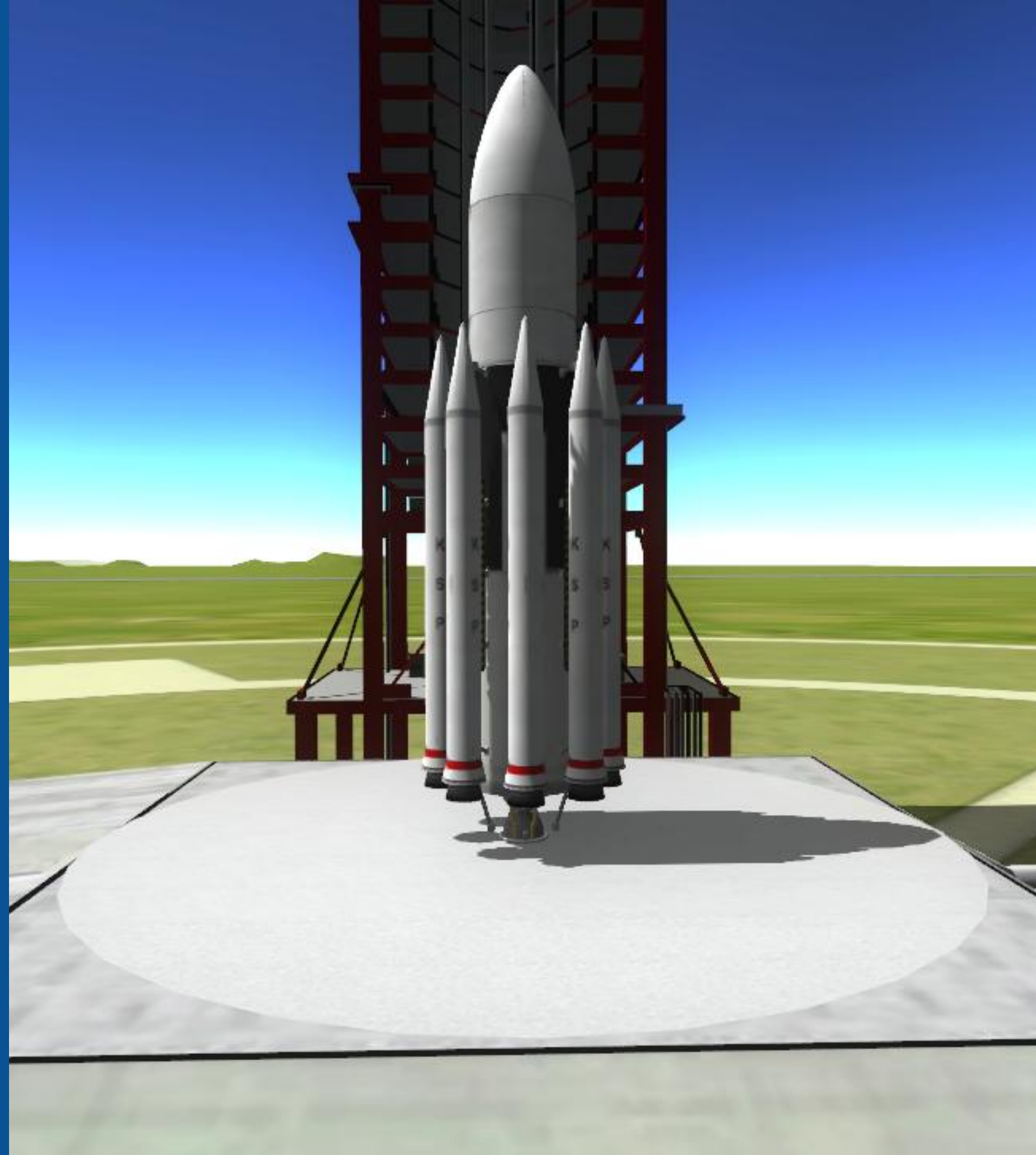
PHASE 1

- » Setup
 - » Player info
- » Basic console views
- » Basic rule set
 - » Standardize fleets
 - » Single attack
- » Save/Load



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

