# User Story1:

**Summary:**

As a player I should able to click on the Start Game to start playing the game.

**Description:**

The players should be able to click on the start game button so that they can start playing the game.

**Acceptance Criteria:**

* Clicking on the button should start the game.
* Game should not start without clicking on the button

# User Story2:

**Summary:**

As a player I should be able to click on the battleship in order to see the number behind it.

**Description:**

After the users have started the game the user should be able to click on the Battleships so that they can see what is the number that they have a clicked on.

**Acceptance Criteria:**

* Clicking on the ship icon should reveal the number behind it.

# User Story3:

**Summary:**

Game should stop when one of the player detects the winning number.

**Description:**

The players click on the numbers turn by turn and the player who clicks on the winning number first is the winner.

**Acceptance Criteria:**

* Game should continue till the winning number is clicked.
* Game should be stopped as soon as a player detects the winning number.

# User Story4:

**Summary:**

Players should get turn alternatively

**Description:**

After one player has completed his turn the player should not be able to click on his battleships unless the other players clicks on one of his ships.

**Acceptance Criteria:**

* Player should be able to click on his battleship.
* Until the other players turn is over the first players ship icons should freeze.
* If its not player 1 turn clicking on his battleships should not do anything.
* Once other player has completed his turn player1 should again be able to click on his battleships.