Code:

```c
#include<stdio.h>
#include<conio.h>
#include<Windows.h>

//Function Declaration
void erase_ship(int x, int y);
void draw_ship(int x, int y);
void gotoxy(int x, int y);

//Main Loop
int main()
{
        char ch = ' ';
        int x = 38, y = 20;
        draw_ship(x, y);
        do {
                    if (_kbhit()) {
                            ch = _getch();
                            if (ch == 'a')
                            {
                                    if (x > 0)
                                    {
                                            draw_ship(--x, y);
                                    }
                            }
                            if (ch == 'd')
                            {
                                    if (x < 80)
                                    {
                                            draw_ship(++x, y);
                                    }
                            }
                            if (ch == 'w')
                            {
                                    if (y > 0)
                                    {
                                            erase_ship(x,y);
                                            draw_ship(x, --y);
                                    }
                            }
                            if (ch == 's')
                            {
                                    erase_ship(x, y);
                                    draw_ship(x, ++y);
                            }
                            fflush(stdin);
                    }
                    Sleep(500);

        } while (ch != 'x');
        return 0;
}

//Function Setup
void draw_ship(int x, int y)
{
        gotoxy(x, y);
        printf(" <-0-> ");
}
```

```c
void gotoxy(int x, int y)
{
    COORD c = { x, y };
    SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), c);
}

void erase_ship(int x, int y)
{
    gotoxy(x, y);
    printf("        ");
}
```

```c
void gotoxy(int x, int y)
{
    COORD c = { x, y };
    SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), c);
}
```