Description:

A two player battleship game using a 10x10 board. The first player to sink all the opponent's ships wins. Program written in C++ using the ISO 2011 standards. Uses the catch testing framework.

Scope:

Two player game played on the same computer. Players take turns handing the computer to each other.

Battleship Requirements

1) Game must set-up a 2D 10x10 board and print it on the screen.
2) Aspect ratio must be correct to display the primary and target boards
3) Players must have a primary grid and a secondary grid
    a) Primary grid :Used for tracking hits and misses. Must cover a majority of the game screen
    b) Secondary grid: This is where the players places their ship. Must be in a corner of the screen, not take up the majority of the screen but still be easily visible.
4) Game must not start until both players have placed all ships.
5) Ships must be rotatable
6) Ships must be placeable by the player.
7) There must be an intermediate screen between player turns to prevent seeing the opponent's board.
8) Here is how the ships must be defined

Type of ship	Size
Aircraft carrier	5 cells
Battleship	4 cells
Submarine	3 cells
Destroyer	3 cells
Patrol boat	2 cells

9) Only one ship per type should be placeable.
10) Game must be winnable.
11) First player to sink all the opponent's 5 ships must be declared the winner.