Game Setup

	0	1	2	3	4	5
a						
b						
c	Battleship 3		Battleship 1			
d	Battleship 3					
e	Battleship 3					
f			Battleship 2			

Game Play

Enter Player 1

Share Your Name:

Guess a Cell: A5

Miss

Guess a Cell: C2

Hit

Guess a Cell: C3

Hit

Guess a Cell: C4

Hit

<Battleship Name> Sinks

Player Score: (Amount of Hit/Number of Guess) *100

Game Rules

1. A player will have unlimited chances to guess

2. Once a Player guessed a correct cell, that cell will be removed from the play

3. Once all the cells associated with a battleship is removed from the play, the Game has to print "Battleship x has sunk."

4. Player can quit after one or more successful sinking of ships, and the Game has to print a score before quitting.

Coding Rules

1. The program must be written using OOP

2. There must be proper exception handling in place

3. The Game Setup and Game Play must be independent of each other

4. The Game setup grid will be logical.