-----------External Documentation-----------------

This Project is in Package game

This Package contains 9 classes

-1 Ship class as super class for 5 subclasses BattleShip,AircraftCarrier,Destroyer,Submarine,PatrolBoat

-> All these above classed play as a blueprint to create ship for each fleet

-> These carry all states and methods supporting for Ship Battle Game

-1 GamePlay class to simulate 1 game between 2 player which show:

1. All events in game (attack,hit or miss, reset armour, repair)

2. Winner

3. Total round

4. MVP player

-2 Test classes play as unit test for all blueprint classed above

-> Some test will fail because these based on random probability

----------Manual Instruction------------------

1. Run code in class GamePlay

2. After running it will show

+ All events in game (attack, hit or miss, reset armour, repair)

+ Winner

+ Total round

+ MVP player

Text

Description automatically generated