

This project implements a simplified version of the classic game "Battleship". The game is set up for a single player to place ships on a board.

1. Game Board: The game board is a 10x10 grid, Each cell on the board is initially marked with a space (" ") to represent empty water..
2. Ships: There are five ships in the game, each with a different size and symbol:

Ship	Symbol	Size
Carrier	C	5
Battleship	B	4
Cruiser	R	3
Submarine	S	3
Destroyer	D	2

3. Ship Placement:
 - a. The player should place ships on the board, either manually or randomly. Manual placement requires specifying orientation (vertical/horizontal) and starting coordinates.
 - b. Ships must fit within the board boundaries, should not overlap with each other.
4. Game Setup:
 - a. The game creates a new board and all five ships.
 - b. Players place all ships sequentially.
 - c. After all ships are placed, the final board is displayed: The board shows row and column numbers, with ships represented by their symbols and empty water.

Currently, the implementation contains a logic bug that causes the game to deviate from its intended functionality, affecting the ship placement.

(Expected and Actual Outputs are shown in the next pages)

Expected output:

For the provided input in the code (file Game.cs, line 16 - 28), the proper final display should be:

```
Your final board:
  | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
-----
0 |   |   |   |   |   |   | C | C | C | C | C |
-----
1 |   |   |   |   |   |   |   |   |   |   |
-----
2 | B | B | B | B |   |   |   |   |   |   |
-----
3 |   |   |   |   |   |   |   | S | S | S |   |
-----
4 |   | R |   |   |   |   |   |   |   |   |
-----
5 |   | R |   |   |   |   |   |   |   |   |
-----
6 |   | R |   |   |   |   |   |   |   |   |
-----
7 |   |   |   |   |   |   |   |   |   |   |
-----
8 | D | D |   |   |   |   |   |   |   |   |
-----
9 |   |   |   |   |   |   |   |   |   |   |
-----
```

Actual output:

Your final board:

[illegible]