**Athos Georgiou**

**Submitted content**

**What I have submitted**

* Source code – Included.
* Unit tests that cover some of the functionality (Driver is tested internally as it contains infinite looping to enforce correct input. Same applied for main).
* Validation against input data - Exists but may not be perfect.
* Demonstrated error handling - Exists but may not be perfect.
* Comments as deemed necessary - Very basic Javadoc. This is due to time constraints.
* Documentation (as necessary) - No additional documentation available
* Any assumptions that you have made
  + There can be multiple players.
  + The board has to be 2v2 or larger.
  + That there is flexibility in the input and output format.
  + That a user can choose between moving or shooting but not both.
  + That a battleship can shoot itself.
  + That the game can have as many rounds as necessary until a winner is found. (Last Battleship standing still has to play once more in case they want to shoot themselves.)
  + That a player can move as much as they like(This is also something that I should change but left as is due to time constraints)
* What could be done better:
  + TESTING TESTING TESTING.
  + Documentation.
  + Additional or more user friendly error handling.
  + Better design and refactoring.
  + Better use of composition and inheritance.
  + A more clear use of Design patterns.
  + Time management. I had spent too much time trying to get Gradle to work that could be put forth in testing.

This was really fun. Thanks!