**Postmortem: BattleShip**

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**Overview:**

Create a program that emulates battleship   
**Goals:   
create the board,(one for the player, one representing the opposite ),**

**Create ships   
  
create a way to place ships, check if ships are there, and replace the tyle with a hit or miss**

**What Went Well:  
creating ships and inheritance of ships, creating a 10x10 array board ,  
refactoring  
Challenges Faced:**

Remembering how to deal with object-oriented programming.  
superclasses syntax, overriding classes,

**Root Causes:  
dealing with C# learning how to print the name of a ship in a string, when not overriding classes**

**Lessons Learned:  
ask more questions, email when need help,   
bribe instructor.**

**Recommendations:  
start earlier, put more time into planning, map out what classes are overridden and drive from other classes.**

**Conclusion:  
good coding takes time and effort, the best plain is 50% planed in advanced**