Battleship
- MINPLAYRS const int
- MAXHITS   const int
- MAXSHIPS   const int
- p1Winner   bool
- nPlayer   int
- indx   *int
- player   **User
- guesBrd   Board [MINPLAYRS]
- board   Board [MINPLAYRS]
- scorecard   ScoreCard [MINPLAYRS]
- finalSC   ScoreCard [MINPLAYRS]

+ Battleship()
+ ~Battlship()
+ startgame(user : User&, recSize : const long) : bool
+ play(plyrIndx : int) : void
+ setNPlayer() : void
+ setP1Winner(scorCard : ScoreCard[], name : string []) : void
+ isNewHiScore(user : User &, recSize : const long) : bool
+ selectDice(diceNum : int) : void
+ selectCategory(plyrIndx : int,   name : string): void
+ getRules() : void
+ prntRound() : void
+ pause(ch='c' : char) : void
+ displayOptions(ans : int &) : void