BattleShip Game

Assumption:

1. The game expects to get the data via user console.
2. The data should be in the format:
3. First line should be the Battle Area Dimension in the format of [Width] [Height] like 5 E
4. Second line should be the number of battle ship like 2
5. The next N lines should be battle ship data for each player in the format of [ShipType] [Height] [Width] [Player 1 Ship Coords] [Player2 Ship Coords] e.g

Q 1 1 A1 B2

where N is the number of ships

1. Player1 missiles in the format of [Y Coord][X Coord] e.g A1 B2 B2 B3
2. Player2 missiles in the format of [Y Coord][X Coord] e.g A1 B2 B3 A1 D1 E1 D4 D4 D5 D5
3. The game is strict to the two players only.
4. The game data is strict to the battle Area width [1-9] and Height [A-Z]
5. Player1 starts launching the missile on the other Player2. It will keep launching the missile until it is a hit. On miss, the Player2 will launch the missile till he gets a miss and so on. They will continue until their missiles are finished or any one them gets declared as winner.
6. The player will be declared winner only when all the ships of the other player are destroyed., or else it will be a tie match.

Direction to Use the Game:

1. Run the ‘BattleShipGame.exe’ found inside the ./BattleShipGame.exe/bin/debug folder
2. Enter the data in the console in the above mentioned format.
3. The output will be shown in the console only.
4. A basic validation on the provided data is applied in the game.
5. Unit test cases are also written in the folder / BattleShipGame/BattleShipGameTests
6. MSTest framework is used to write the unit test cases.