# BattleShip Coding Problem

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | A | B | C | D | E | F | G | H |
| 1 |  |  |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |  |  |
| 3 |  |  |  |  |  | X |  |  |
| 4 |  |  |  |  |  |  |  |  |
| 5 |  | X |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |  |  |
| 7 |  |  |  |  |  |  |  |  |
| 8 |  |  |  |  |  |  |  |  |

# Requirements

* Two Players
* Two Boards (one for each player)
* 1 Ship (length of 3) – can be vertical or horizontally placed
* Fire a single shot per turn (Hit, Miss, or if ship has been Sunk (3 hits) then register a “you sunk my battleship”)
* First round should allow placement of Ship for each player
* Game ends when the player sinks the other player’s ship

# Additional Information

* Should take 2-3 days to complete
* Should be a console application
* Should be built/designed using test driven development
* Language of choice
* No database backend required
* No user interface is needed