Use Case:

0. Set number of tanks by command line argument. If user wants 5 tanks, do not input the number.

    a. If incorrect format is provided for the number of tanks, the game will just default to 5 tanks.

    b. If user enters "--cheat" when starting the game, the game will be started in cheat mode.

1. Game Start

2. A board is created with specified number of randomized tanks hidden, and the whole board covered in fog. Rows will be denoted with letters (A-J) and columns with numbers (1-10). User will be prompted for the coordinates of a cell to target to hit., in the form of a char, int. (ex: b,5)

    a. If user provides incorrect format, a try-catch block will catch the error, and ask the user again for a correct form of data, until correct data is provided.

    b. If user chose the cheat option, the board will be displayed with specific letters for all cell of each tank, and blank tiles with no tanks. The game will be played as normal.

3. If the user hits a cell of a tank, the user will be informed and the health and the damage points of that tank will decrease. Otherwise, the user will be informed that they missed. The fog will dissipate on that cell, showing that the cell has been hit, and the updated board will be printed out. If all tanks have been destroyed, the user will be informed of their win and be given an option to play a new game, with customizable amount of tanks, or exit and finish the program.

    a. If user provides incorrect format, a try-catch block will catch the error, and ask the user again for a correct form of data, until correct data is provided.

4. When user turn is over, all the remaining tanks will fire on the fortress, bringing down the health points of the fortress. If the fortress health is at 0 or less, the user will be informed of their loss and be given an option to play a new game, with customizable amount of tanks, or exit and finish the program.

5. Repeat steps 3 and 4 until the game is over or the user chooses to exit the program.