Success Criteria

1. The system will present a menu to the user with the following options:
    a. play a new game
    b. resume a game
    c. read the instructions
    d. quit the game
2. If you want to play a new game, the program should:
    a. prompt the player to enter coordinates for each boat
    b. check if a boat has already been placed there
    c. display each boat on the grid
    d. only allow the user to enter five locations
3. Make the program select five unique random locations for the computer's board – this shouldn't be shown to the user
4. Develop the part of the program that displays the game board to the user
5. Allow the **player** to make their turn:
    a. prompt for target coordinates (not allowed to select same ones twice)
    b. check if the target is a hit or a miss
        i. if the target is a hit then H should be displayed on the game board
        ii. if the target is a miss then M should be displayed on the game board
6. Allow the **computer** to make their turn:
    a. randomly generate target coordinates (can't select same coordinates twice)
    b. display chosen coordinates to player
    c. check if hit or miss:
        i. if hit then H should replace the B
        ii. if miss then "miss" should be displayed to the player
7. Continue playing the game until there is a winner – the game ends when either the computer's or player's boats have all been destroyed. The winner should be displayed to the player.
8. *Challenge tasks:* allow the player to save their progress to a file (save after each turn and if the user quits the game)
9. Add a resume game option – load the game board from the file
10. *Further challenge tasks:* Add different boats:
    a. three categories:
        i. 2 x Destroyers (1 cell)
        ii. 2x Submarines (2 cells)
        iii. 1x Carrier (3 cells)
    b. they can be placed horizontally or vertically
11. Add hit miss and sunken – only sunken if all cells have been hit