Design for ships.

Default Ship class:

* Ship.cs
* Balanced efficiencies: okay at all things, not great at anything
  + Maximum Health = 100
  + Maximum Shield = 100
  + Regeneration rate = 13
  + Number of Missiles = 1
  + Laser damage = 10
  + Missile damage = 50
* Efficiencies
  + Move = 1
  + Laser = 1
  + Shield = 1

Fast Ship class:

* FastShip.cs
* Efficiencies in favor of movement and regeneration
  + Maximum Health = 100
  + Maximum Shield = 80
  + Regeneration rate = 20
  + Number of Missiles = 1
  + Laser damage = 8
  + Missile damage = 50
* Efficiencies
  + Move = 1.66
  + Laser = 1
  + Shield = .8

Heavy Ship class:

* HeavyShip.cs
* Efficiencies in favor of shields
  + Maximum Health = 100
  + Maximum Shield = 120
  + Regeneration rate = 13
  + Number of Missiles = 1
  + Laser damage = 12
  + Missile damage = 50
* Efficiencies
  + Move = .8
  + Laser = 1
  + Shield = 1.66

Attack Ship class:

* AttackShip.cs
* Efficiencies in favor of doing damage quickly
  + Maximum Health = 100
  + Maximum Shield = 100
  + Regeneration rate = 20
  + Number of Missiles = 3
  + Laser damage = 15
  + Missile damage = 60
* Efficiencies
  + Move = 1.44
  + Laser = 1.44
  + Shield = .7

Missile Ship class:

* MissileShip.cs
* Many missiles, little damage in lasers; poor efficiencies
  + Maximum Health = 100
  + Maximum Shield = 100
  + Regeneration rate = 8
  + Number of Missiles = 8
  + Laser damage = 6
  + Missile damage = 75
* Efficiencies
  + Move = .8
  + Laser = .8
  + Shield = .8