TO DO	IN PROGRESS	TESTING	DONE
Read and Write Utility classes for saving games.	Timer class (Ben and Joseph)	Networking (Ben)	Thread control within the game (Ben)
Have background and victory music.			View class (Joseph and Annan)
Ability to customize board size and number of ships.			Board class (Ben)
			Ship class (Joseph)
			Player class (Ben)
			Model class (Joseph)
			Controller class (Joseph)
			Update Board in game (Joseph)