1. ShootAt/Hit/Sunk/AllSunk Methods
2. shootAt()
   1. Fire upon a nonexistent location, check with hit(), false expected,
   2. Fire upon a square, check square with hit, true expected
   3. Check every square around the hit, false expected, as they have not been hit.
3. hit()
   1. Check a square not near any hit square, false expected
   2. Check a square adjacent to a hit square, false expected
   3. Check a hit square, true expected
4. sunk()
   1. Check a boat that is clean, false expected
   2. Check a boat that is partially sunk, false expected
   3. Check a boat that is sunk, true expected