| Date: | Changes made |
| --- | --- |
| 2022-01-17 | * Added Timer for better game experience * This will only impact the UI, no need to modify any other code |
| 2022-01-19 | * Changed the expert AI algorithm so it’s now more efficient:   + Fires at a checkerboard pattern instead of randomly pick   + Upon hitting a target, it will now fire in the 4 directions of that hit until misses. (more efficient than the original method where the AI will check all 4 adjacent blocks every time it hits) * Aiden: This change does not impact other codes, thus, other members do not have to change anything on their part |
| 2022-01-20 | * Added background music and sound effects:   + Hitting the ship, sinking a ship, missing a hit * Only minor changes are quired for the fire method |