

+ p1Tank(int row, int col, orientation orient)

+ objMove play(const vector< vector< array< matrixObject *, 3 > > &gameBoard, const int otherLoc[2], int numOfCols, int numOfRows) override

+ vector< objMove > playCalc(const vector< vector< array< matrixObject *, 3 > > &gameBoard, const int tank2Loc[2], int numOfRows, int numOfCols)

- + objMove play(const vector< vector< array< matrixObject *, 3 > > &gameBoard, const int otherLoc[2], int numOfCols, int numOfRows) override
- + pair< int, int > getNeighborPointGivenOrient(int orient, int numOfROws, int numOfCols)
- + pair< objMove, int > determineNextMove(int currentOrientation, int targetOrientation)
- + array< int, 4 > searchForBullets(const vector< vector< array< matrixObject *, 3 > > &gameBoard, int inRows, int inCols)