EXTRA FUNCTIONALITY

The main extra functionality in the program is the difficult levels, which uses an additional AI function. This function improves the game play by offering about a 50 % chance of a computer win. It does this by finding the players ships and then randomly selecting positions around the ship until it gets a hit or a miss (without repeating guesses).

Additional functionality outside of the assignment specifications also includes a function to reveal the ship to a player after a ship is sunk, and a function to reveal any computer ships not sunk if the computer wins. I have also offered the player the option of choosing a random board.