* \*Change from and

To

* Plus, maybe remove and get it as a parameter
* \*Make use , one method could be by checking

And if true change

To

* \*Only show kami target if we can get to our target in time:

Enemy turns:

Our turns:

Find the perfect balance between these to stop the most enemies with treasures.

* Look into why redefines everything
* Try to prevent kamis from colliding with enemies who aren't their target
* If we have an enemy kami in our base and free boat near our base kill the kami!
* If one of our ships is blocking another from returning treasure 🡪 move it!
* Use nowhere mode for something
* Maybe look into attack priority
* Maybe guess enemy moves to stop them in their path, saving moves (i.e. straight lines)