ChatGPT convo is “AI Battleship Game Creation”.

GAME TODOS:

* Rigorous testing of all conditions
  + Brute force currently, a better version would be wise.
* Documentation and commenting needed.
* Must update game logic.
  + Outputs can be reduced or otherwise improved.
  + Shorten code!
* **AI stuff**
  + [**https://www.youtube.com/watch?v=ggUzFkr7JQU**](https://www.youtube.com/watch?v=ggUzFkr7JQU)
    - Up to video 5 now
  + **Progress made**
    - **Testing done, the ai\_shoot function family runs without errors, but nothing is being appended to the “unknown” array for some reason. Likely to do with the method of appending values (2x for loops and the actual append)**
* **Board creation:**
  + Each player gets 2 boards, a display board, and a processing board currently.
    - These are test boards and need to be finished still.
  + Also a third set of boards each, likely to be removed.
* **Print\_board()**
  + Test version complete
* **Win\_check()**
  + Test version complete
* **Fire()**
  + Test version complete
    - Allows shots between boards.
* **Check\_if\_hit()**
  + Test version complete
* **Place\_ships()**
  + Test version complete
    - Player can custom place ships
    - AI gets placed randomly.
* **Main**
  + In progress
    - Needs to handle the game process, taking turns, making shots, checking hits, checking sinks, displaying the board(s), checking win conditions, determining winner.