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.
  + Board is printed too often.
  + Outputs can be reduced or otherwise improved.
  + Shorten code!
* **All the AI stuff lol**
* **Print\_board()**
  + Test version complete
* **Win\_check()**
  + Test version complete
* **Fire()**
  + Test version complete
  + Targeting updated to allow shots between boards
* **Check\_if\_hit()**
  + Test version complete
* **Place\_ships()**
  + When the AI adds its ships, the player SHOULD NOT be able to see them, likewise for the AI.
    - Maybe have four boards total?
      * Player’s own board (not visible to AI)
      * Player board for the AI to make shots on (All spots blank barring attempted shot markers, H or M)
      * AI’s own board (not visible to player)
      * AI board for the player to make shots on (All spots blank barring attempted shot markers, H or M)
* **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.
    - Allow AI to place its own ships and make shots.