GAME TODOS:

* **All the AI stuff lol**
* **Print\_board()**
  + Complete?
* **Win\_check()**
  + Not started
    - Check if the player or AI has won
* **Fire()**
  + Not started
    - Make a shot onto the other player’s board
* **Check\_if\_hit()**
  + Not started
    - Check if a shot fired hit a ship on the other player’s board
    - Check if sink?
* **Place\_ships()**
  + Only one ship type allowed per player
  + No overlapping 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**
  + Not started
    - 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 it’s own ships and make shots