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 less often, but I may not have fixed the issue...
  + 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**
    - **Shots should be working, nothing is actually being fired yet, need to check**
* **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.
    - Allow AI to place its own ships and make shots.