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!
* Method to train the game on its own would be nice!
* Must hide ai ships on the final version!
* **AI stuff**
  + **Basic version complete!**
  + **Reinforcement learning version:**
    - **Writes player ship placements to a csv file**
    - **Must make the ai bias its shots based on values stored in the csv file (update ai\_shoot() to allow for this)**
      * **Implement certainty stuff and actual firing, TEST**
* **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
      * Currently randomised for testing purposes.
    - AI gets placed randomly.
* **Main**
  + In progress, needs to handle:
    - the game process
      * done?
    - taking turns
      * done
    - making shots
      * checking hits
        + done?
      * checking sinks
        + done?
    - displaying the board(s)
      * done
    - checking win conditions
      * done
    - determining winner.
      * done