GAME TODOS:

* Final documentation needed.
* Must update game logic.
  + Outputs can be reduced or otherwise improved.
  + Shorten code!
* Find way to insert trained data into the csv!
* Write report (up to 5 pages)
* **AI stuff**
  + Done?
  + It can learn from previous game data, game info is stored to a csv file each time and is used to bias ai shots to common placement locations
* **Board creation:**
  + Each player gets 2 boards, a display board, and a processing board.
* **Print\_board()**
  + Test version complete
* **Win\_check()**
  + Test version complete
* **Fire()**
  + Test version complete
* **Check\_if\_hit()**
  + Test version complete
* **Place\_ships()**
  + Test version complete
    - Player can custom place ships
    - AI gets placed randomly.
* **Main**
  + Done?

KNOWN ISSUE:

* The AI will continue to make shots around a ship even if it is clearly sunk. Need to incorporate a method for it to guess if a ship is sunk.

Future work:

* Ai tracks optimal places for it to place its own ships, learns over time.