BATTLESHIPS FLOW CHART

Run file

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1) Explains the rules of the game

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Start Game() ☆

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INPUT: Enter users Name

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Objects created, two player boards. Pieces set on board
.
1) One for computer player
2) One the user (from input) player

↓

Objects created, two player boards.
.
1) One for computer player
2) One the user (from input)

↓

While the len(scores) of either computer or user is <= 4:

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Prompt users turn

↓

Input: user input x co-ordinate to strike.
Input: user input y co-ordinate to strike.

↓

Perfom validation of co-ordinates in a function.
Return x, y co-ordinates and display on board via make guess function
Append the guess to the list of guesses

↓

Count scores function()

Count scores function:
.
If users board.player_type =="user":
....If guess(users_turn) returns hit:
..........scores["player"] += 1
Else: guess(computers_turn):
....scores["computer"] +=1

↓

TRUE

If scores[users board.player_name] == 4:

→ **print that the user is the winner**

↓ **FALSE**

Prompt computers turn

↓

Input: computer input x co-ordinate to hit.
Input: computer input y co-ordinate to hit.
.
This is achieved by a random interger function.

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Perfom validation of co-ordinates in a function.
Return x, y co-ordinates and display on board via make guess function
Append the guess to the list of guesses

Input: would you like to play again?

→ **Reset variables and scores dictionary. Call function play_game() code starts again back at sequence Block ☆**

print that the user is the winner

print that the computer is the winner

↑ **TRUE**

If scores[computer] == 4:

↓ **FALSE**

At the end of both turns, return the board display so that the player knows the score and position of the places hit and missed on the board.