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```
% This is a power-up function. The player will get two turns instead
of
% one.

%inputs: the scene, the ship board of the cpu, the hit miss display,
and
%the hit and miss sprites to update the hit miss scene, and the ships
array
%and board display to update the board in between hits

%outputs: updated ships array and updated hitmiss_display

function [cpu_ships, hitmiss_display] = twoTurns( my_scene, cpu_ships,
hitmiss_display, hit_sprite, miss_sprite, board_display)

    for x = 1:2
        %calls player turn twice
        [~, hitmiss_display, cpu_ships] = playerTurn(my_scene,
cpu_ships, hitmiss_display, hit_sprite, miss_sprite);
        drawScene(my_scene,board_display,hitmiss_display)
    end

end

Not enough input arguments.

Error in twoTurns (line 14)
    [~, hitmiss_display, cpu_ships] = playerTurn(my_scene,
cpu_ships, hitmiss_display, hit_sprite, miss_sprite);
```

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