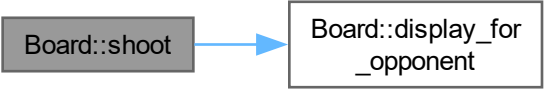


Board::shoot



```
graph LR; A[Board::shoot] --> B[Board::display_for_opponent]
```

Board::display_for
_opponent