Custom Addition

For our custom addition we decided to implement a power shot that each player gets once per game. We decided to call the function orthoShot(); After being provided an index, a turn to execute on, and a player, orthoShot() would call hitboard() for every index in the selected row or column, depending on p2PowerDir, provided by the player. The player will receive their power shot near the beginning of the game, based on how many ships were picked. This way we can guarantee that the player gets their shot, even if the game is very short. If the player is against the AI, then the orthoShot() p2PowerDir will be randomly selected on the turn that the AI is shooting it’s orthoShot(). If the AI is easy or hard, it will execute orthoShot() instead of hitboard() on its power shot turn, p2Power. The medium AI will wait until it is shooting randomly before using its power shot.