Cedar Maxwell

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ENGR 102-537

11 December 2019

Battleship game code

Functions

1. Four board() functions, one for each board (player’s own board, player’s attack board, opponent’s own board, opponent’s attack board)
2. CPUBoardCreation()
   1. ‘’’Creates CPU board’’’
3. PlayerBoardCreation()
   1. ‘’’Allows player to create his board’’’
4. Rules()
   1. Is a hit?
   2. Has coordinate been hit before?
   3. Is ship destroyed?
   4. Valid coordinate?
5. Piece functions: Each function initiates placement of eponymous piece
   1. Carrier()
   2. Battleship()
   3. Destroyer()
   4. Submarine()
   5. Patrol Boat()