Placing penguins initial concept - inteactive mode

Load data from the board (size, location of fish, current location of penguins, number of penguins left to be placed)

Are there any penguins left to place?

No → Start playing game in movement phase

Yes

Ask for imput - coordinates (2 values) for penguin to be placed

Coordinates (2 values)

Are those coordinates within the board

No → Print error message

Yes

Are those coordinates unoccupied?

No → Print error message → Ask once again for imput - coordinates (2 values)

Yes

Is there exactly one fish on those coordinates?

No → Print error message

Yes

Place the penguin

Save the board, let another player place penguins