

CLC Battleship Game

Pseudocode Outline

1. Initialize Game Boards

- Create 3 10x10 boards:
 - bodyBoard: stores Body of Christ ships
 - principalityBoard: stores Principalities' ships
 - bodyView: shows player what they know about the enemy's board
- Fill all cells with EMPTY ('-')

2. Place Ships

Display: "Deploy your spiritual defenses:"

Call placeBodyShips()

Display: "Deploying Principalities..."

Call placePrincipalityStrongholds()

Function: placeBodyShips()

- Prompt player to place:
 - **Faith Fortress** (2x2 square)
 - **Prayer Chain** (3 diagonal)
 - **Sword of Truth** (3 straight horizontal)
- For each ship:
 - Ask player for starting row and column
 - Check that placement fits on board and doesn't overlap existing ships
 - Place ship on bodyBoard

Function: **placePrincipalityStrongholds()**

- For each enemy ship:
 - Randomly select a valid row and column
 - Validate that ship fits and doesn't overlap
 - Place on principalityBoard

3. Game Loop

- Set bodyTurn = true
- **While** neither board is fully cleared:

If bodyTurn:

- Display bodyView and bodyBoard
- Prompt player: "Enter coordinates to shine light"
- Validate input (range, not previously tried)
 - **If hit:**
 - Mark HIT on bodyView and principalityBoard
 - Display: "Stronghold weakened!"
 - Allow another turn
 - **Else:**
 - Mark MISS on bodyView
 - Display: "No darkness here."
 - Set bodyTurn = false

Else (AI's Turn):

- Randomly select coordinates
- **If hit:**
 - Mark HIT on bodyBoard

- Display: "The Body is under fire!"
 - Allow another turn
- **Else:**
 - Mark MISS on bodyBoard
 - Display: "The armor of God deflects the attack."
 - Set bodyTurn = true

4. End Game

If all enemy ships destroyed:

- Display: "Victory! The principalities have been overcome."

Else if all Body ships destroyed:

- Display: "You've been overwhelmed... but the battle belongs to the Lord."

End program.