**Algorithm for playing Battleship**

Computer randomly places its ships

Draw the player’s feedback board and the player’s ocean board

Player places his/her ships

**While** both players still have at least 1 surviving ships:

Player chooses a location to fire at

Determine if a hit has been scored

**If** hit scored:

Reduce that ship’s health by 1

**If** that ship’s health = 0:

Declare the ship sunk

Reduce the computer’s ship count by 1

Display the hit on the player’s feedback board

**Else**:

Display a miss on the player’s feedback board

Computer chooses a location to fire at

Determine if a hit has been scored

**If** hit scored:

Reduce the hit ship’s health by 1

**if** that ship’s health = 0:

Declare the ship sunk

Reduce the player’s ship count by 1

Display the hit on the player’s ship

**else**:

Report where the computer fired and missed.

**If** computer’s ship count = 0:

Declare the player the winner

**Else**:

Declare the computer the winner