

8. Bot.py

The **bot.py** file contains the AI logic for the game. The AI operates on three difficulty levels:

- **Easy:** Fires randomly every turn.
- **Medium:** Fires randomly until it hits a ship, then targets adjacent spaces until the ship is sunk.
- **Hard:** The AI knows the location of all player ships and hits them every turn.

The Bot class places its ships randomly on the grid using the same rules as a human player.

9. Scoreboard.py

The **scoreboard.py** file tracks and displays player performance. The Scoreboard class keeps track of the number of points and ships sunk by each player. It includes methods such as **updatePlayerOne** and **updatePlayerTwo** to update scores based on the opponent's remaining ships, and **printScoreBoard** to display the current scores.