Plan for collaboration

Current scale: 10x10 gride with one 2x1 ship

Variables:

A 10x10 grid in numpy array and each location’s value is determined by:

0 🡺 not hit yet (default), 1 🡺 missed, 2 🡺 hit correctly

A variable storing the location of the 2x1 ships:

Should have 4 integer value indicating the rows and columns

A variable for the ship:

Initially is 0 and if the ship is hit once then update to 1

(Basically I want to differentiate between the actions: hitting the ship and sinking the ship)

Functions:

A guess generating function

Input: nothing

Action: randomly generate 2 integers corresponding to a location on the grid

Output: a location on the grid 🡺 (x,y)

A checking function

Input: (x,y)

Action: check the status of input’s location

If 0 🡺 check if it is part of the ship 🡺 if yes change status to 2 / else (since it missed) change to 1

Output: (I will modify this function for RL so leave this bit out)