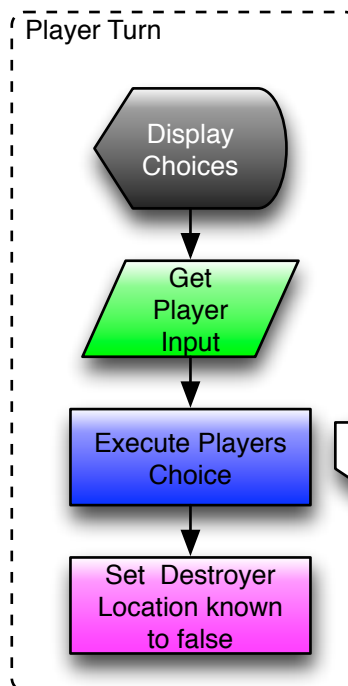
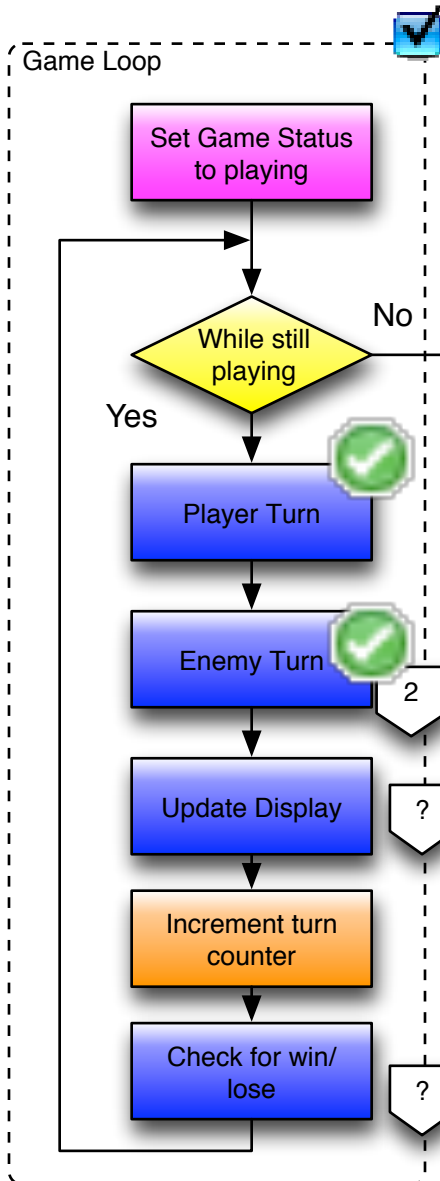
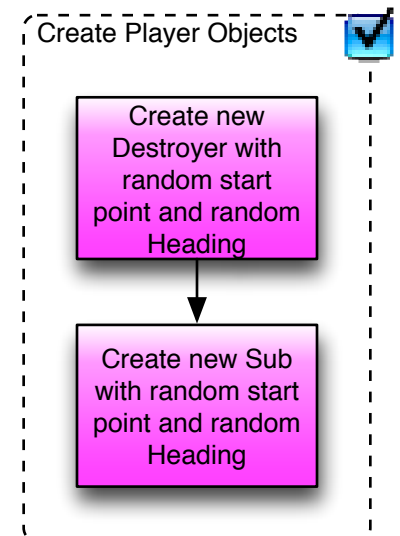
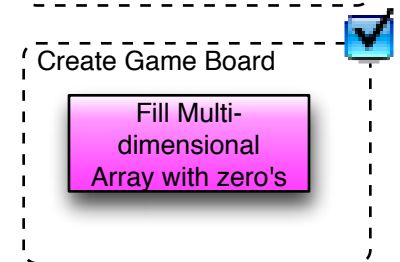
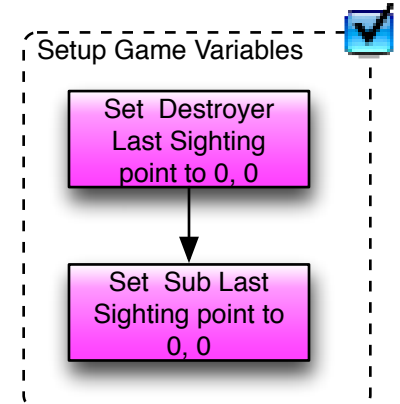
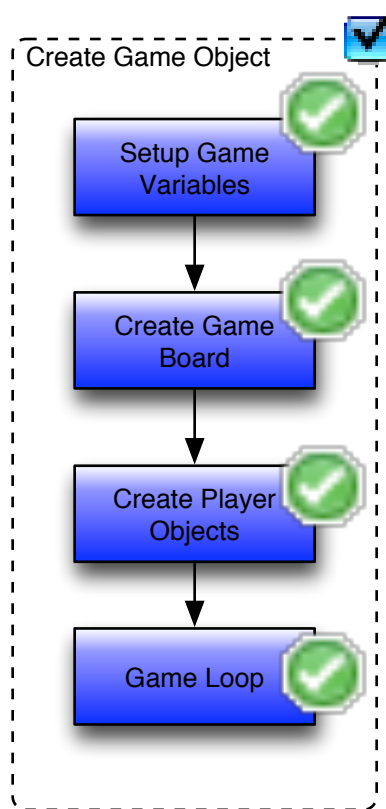
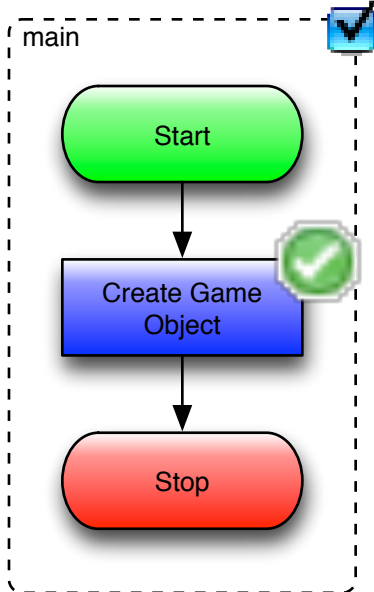
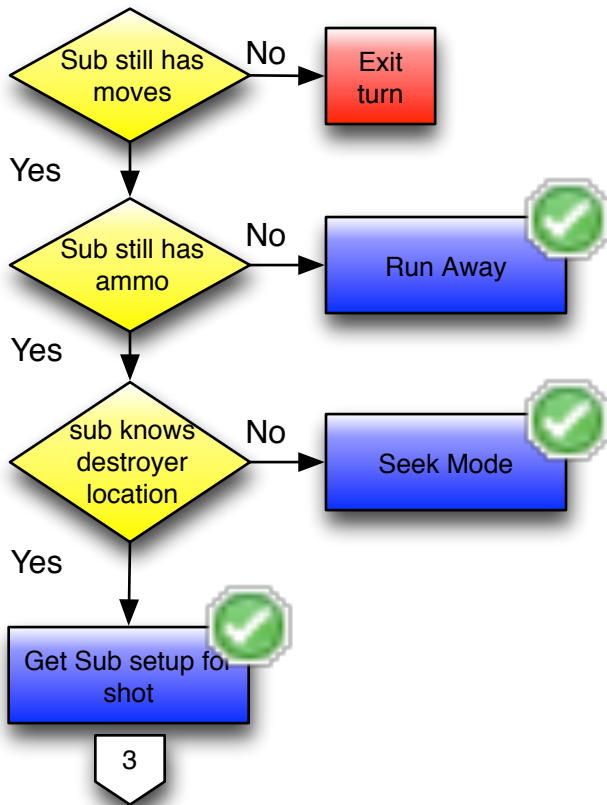


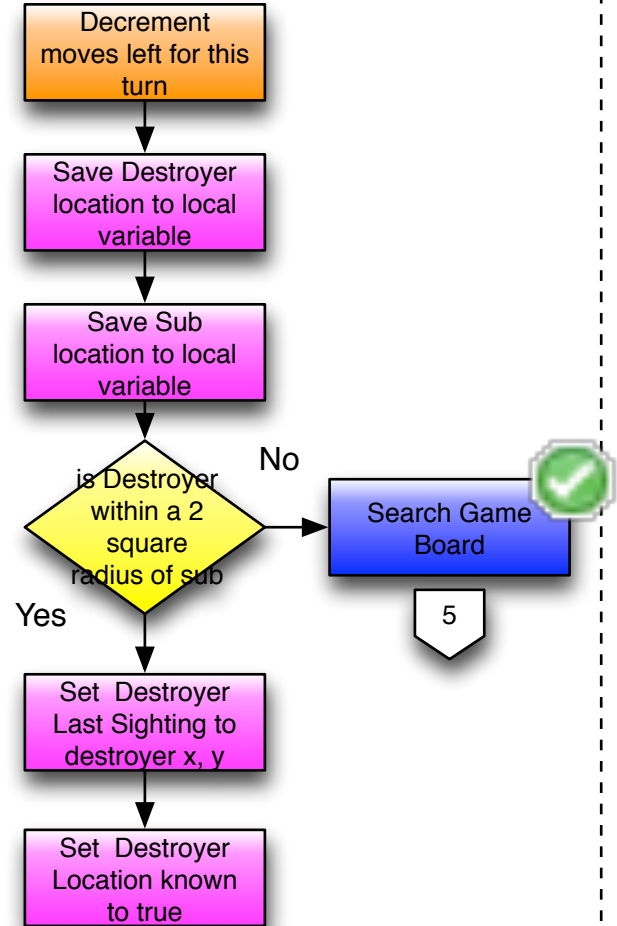
Todd Pickell
Mid-Term Project
Sub Attack Flow Chart
CISS 242 Programming II



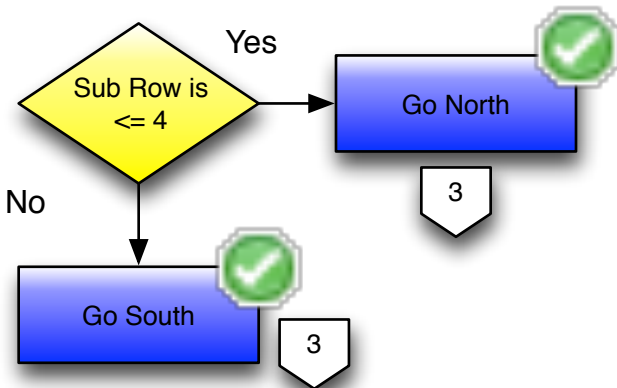
Enemy Turn



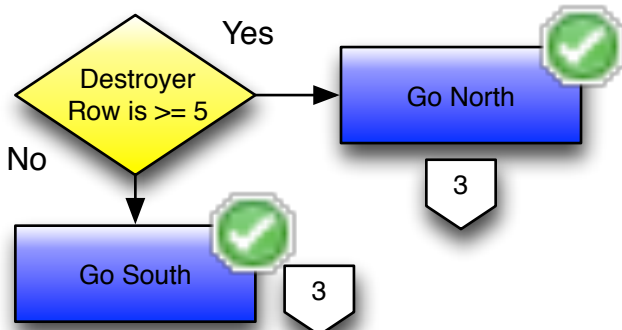
Seek Mode



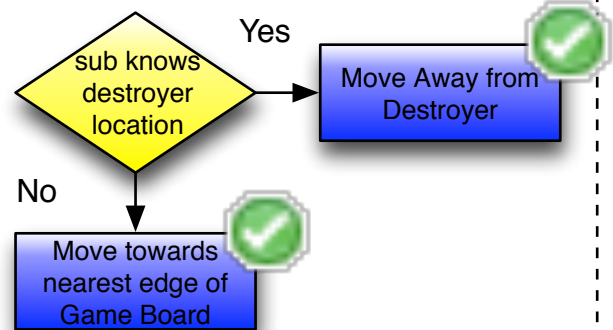
Move towards nearest edge of Game Board



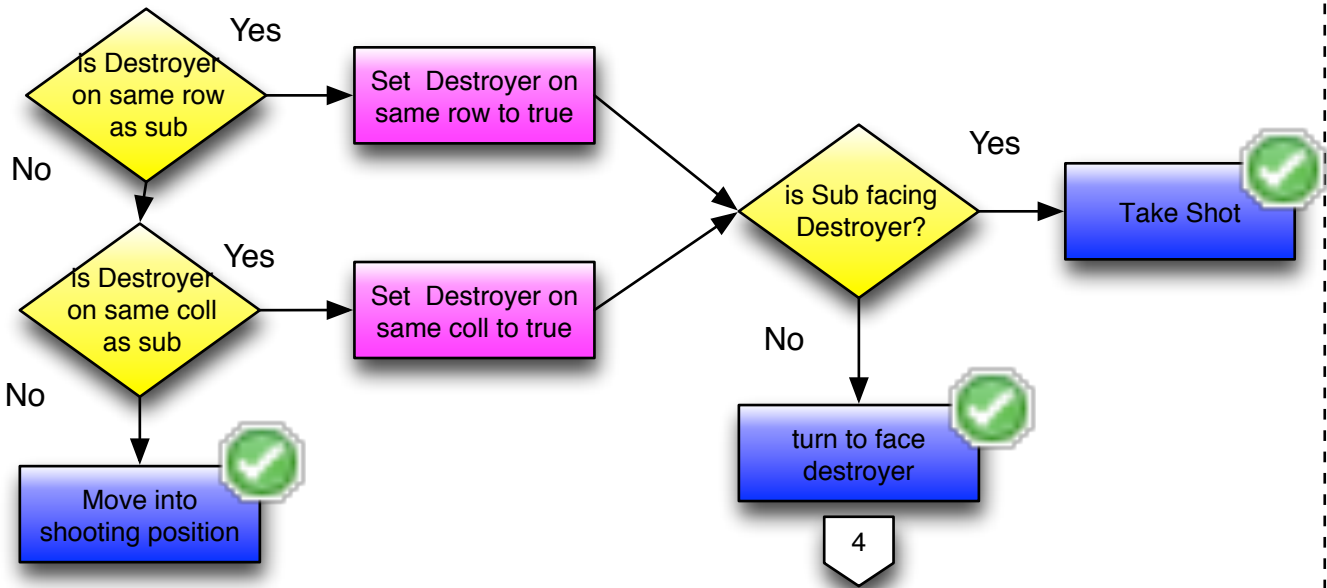
Move away from destroyer



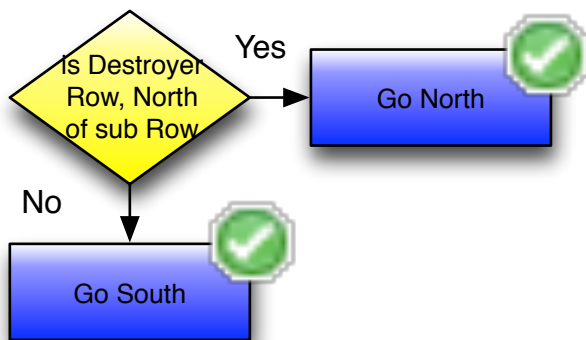
Run Away



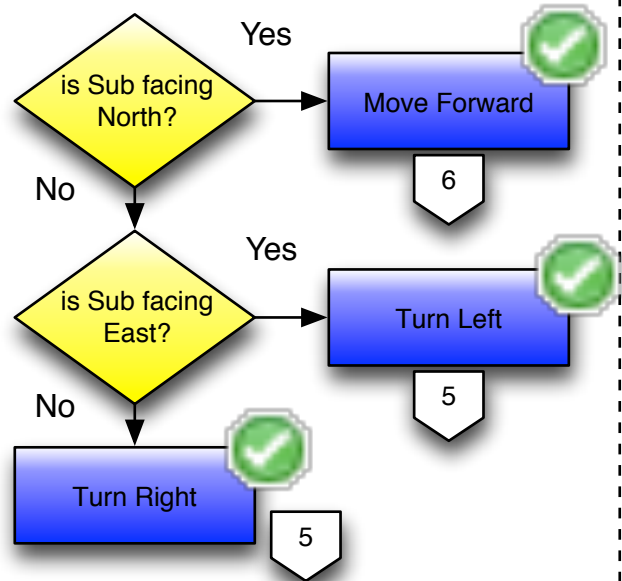
Get Sub setup for shot



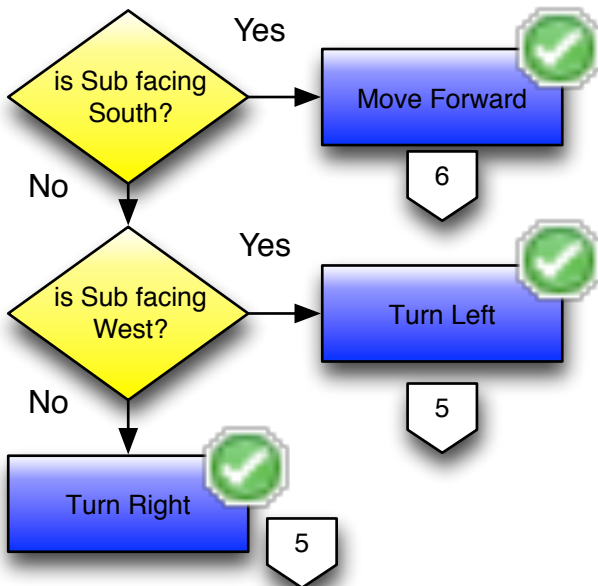
Move into shooting position



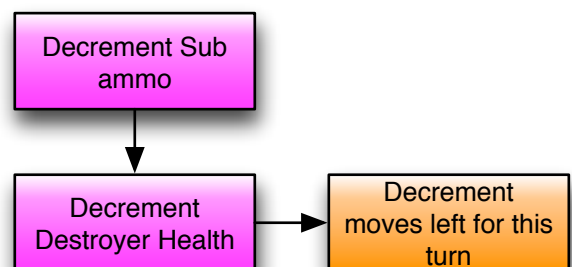
Go North



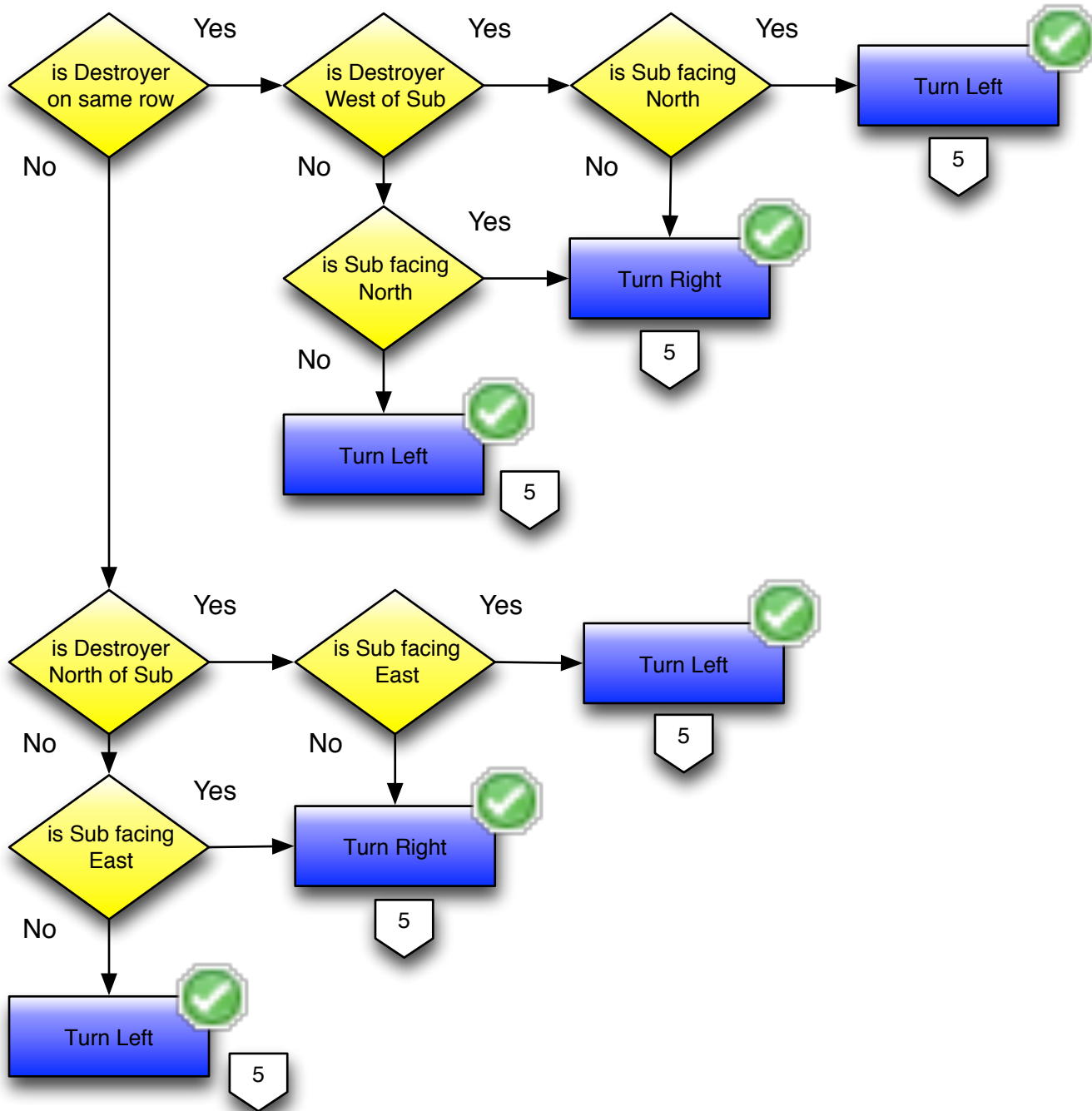
Go South



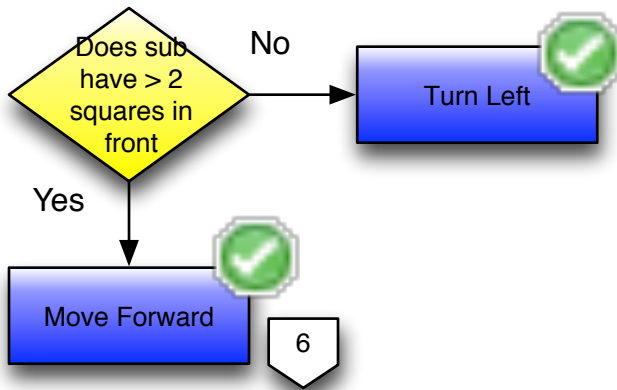
Take Shot



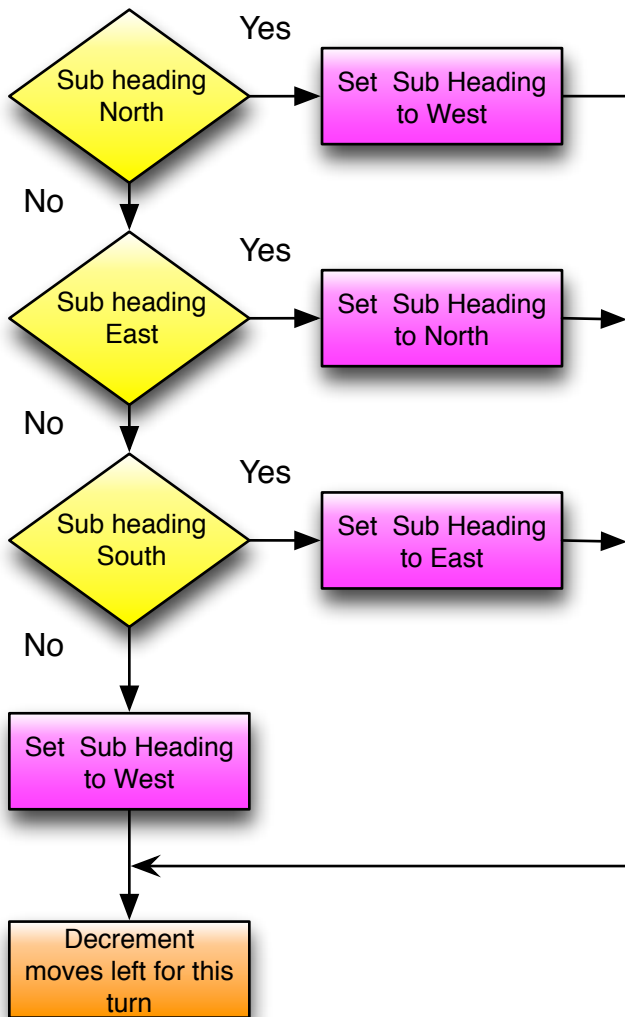
Turn to face Destroyer



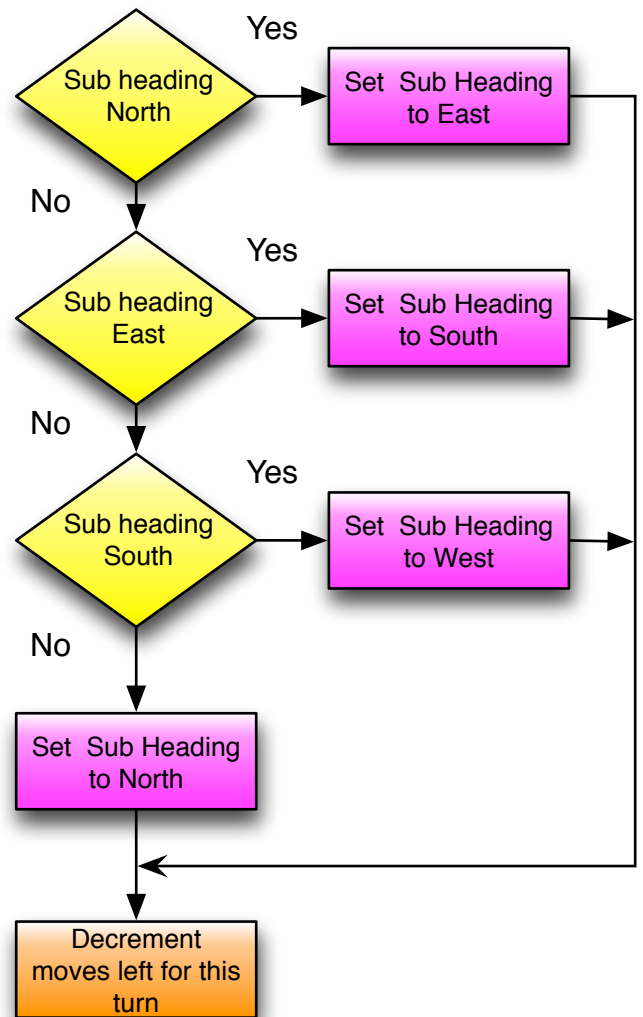
Search Game Board



Turn Left



Turn Right



Move Forward

