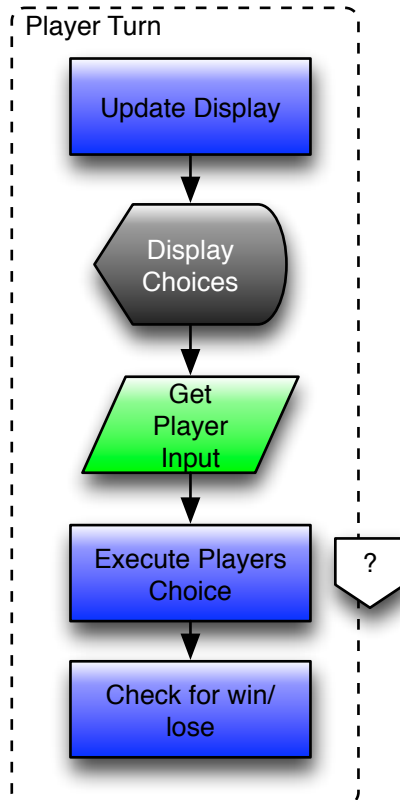
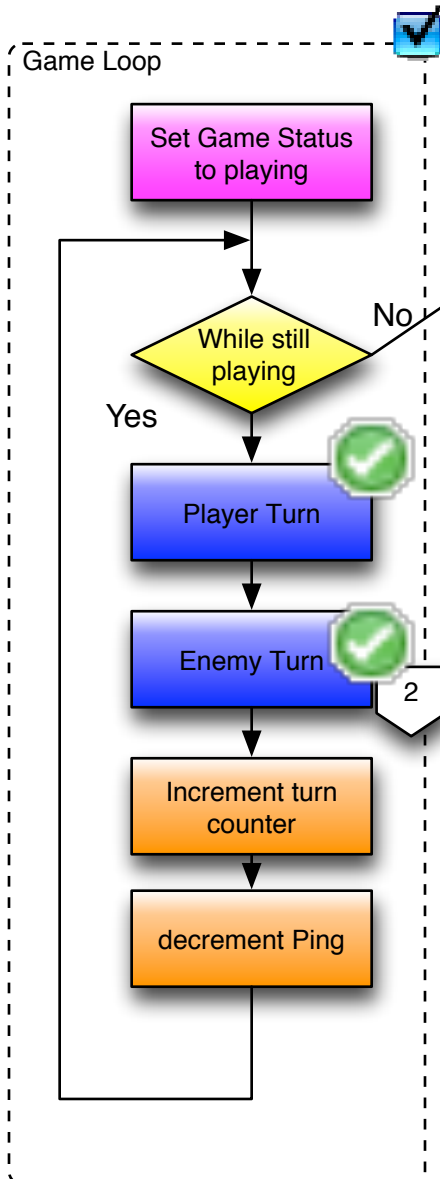
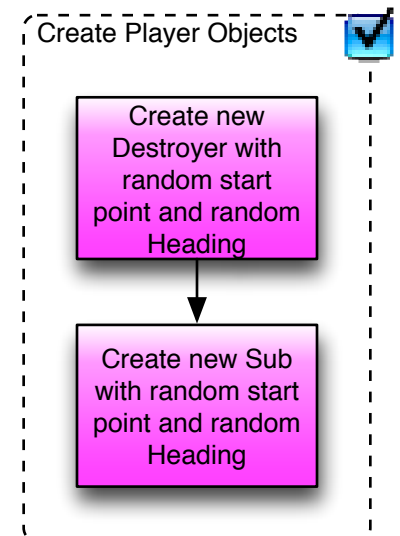
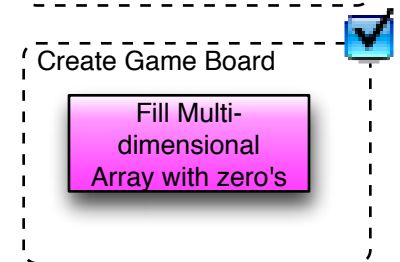
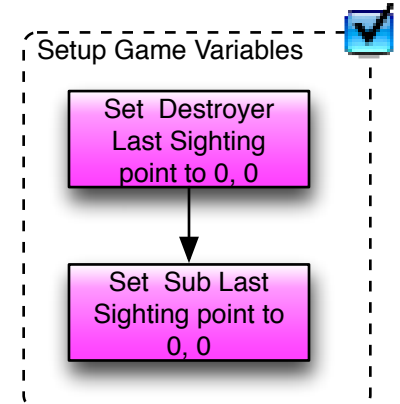
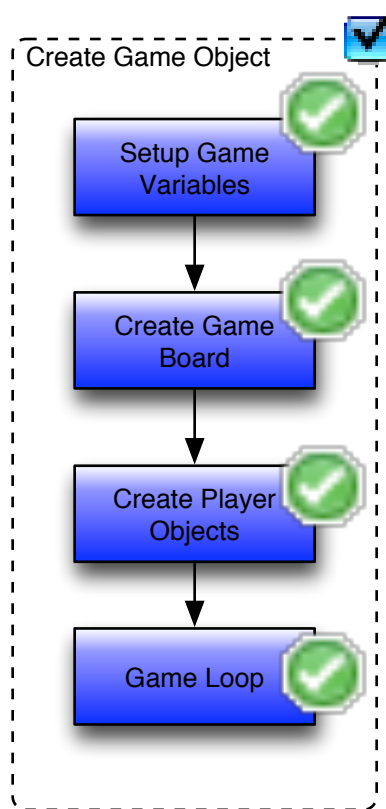
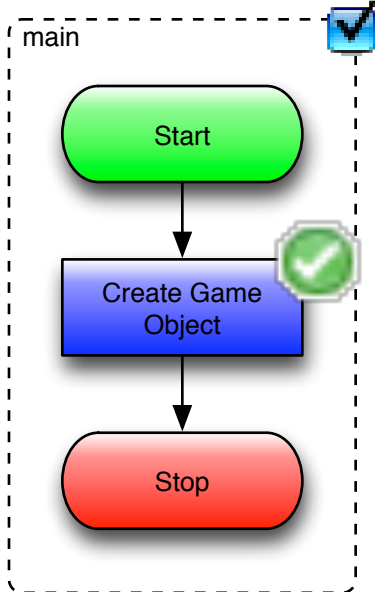
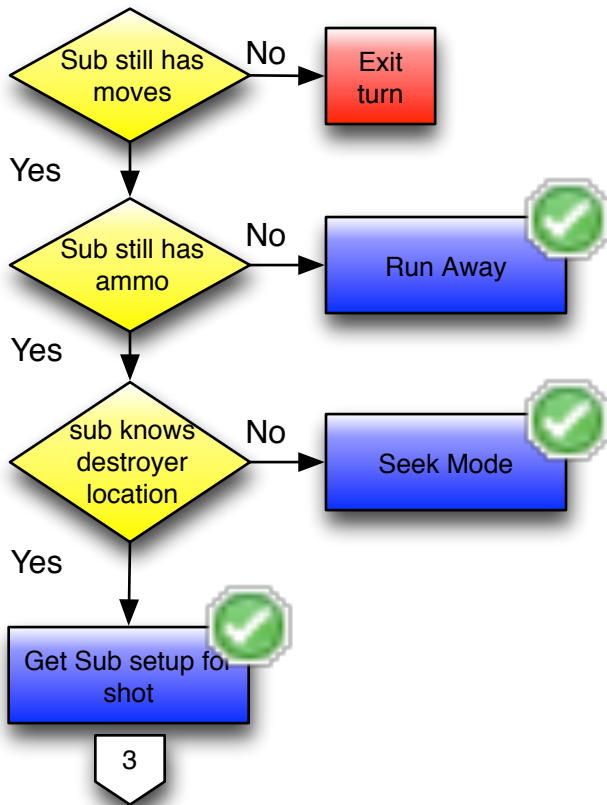


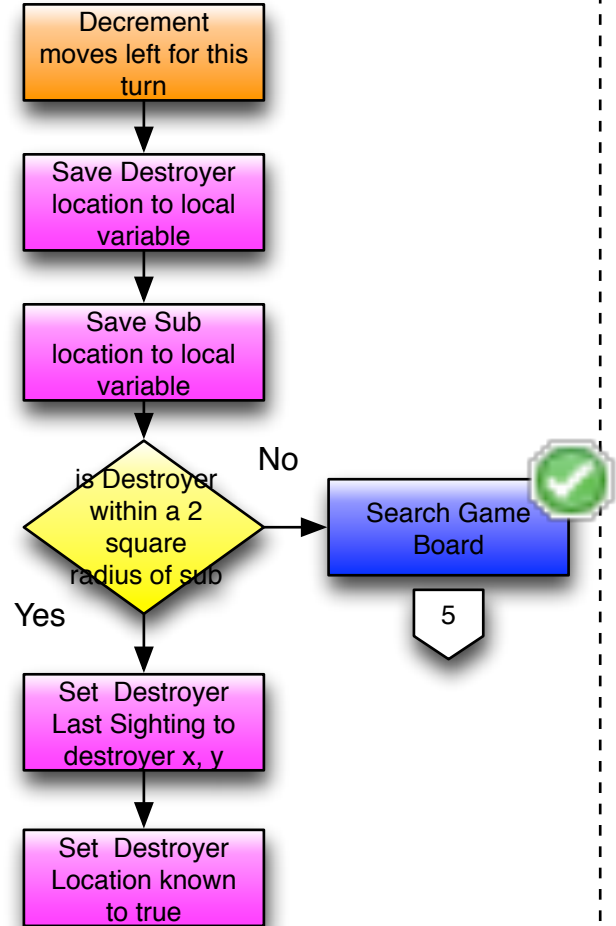
Todd Pickell  
Mid-Term Project  
Sub Attack Flow Chart  
CISS 242 Programming II



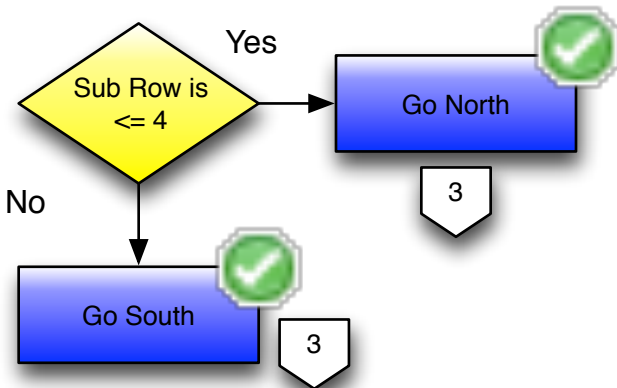
## Enemy Turn



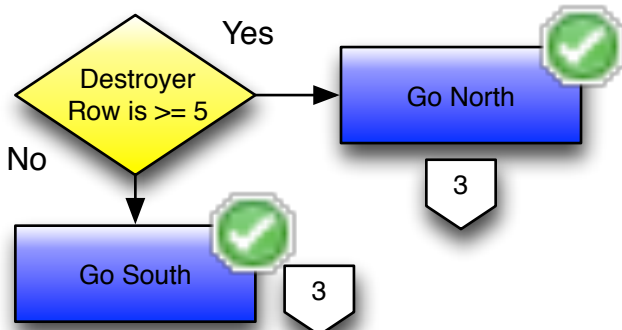
## Seek Mode



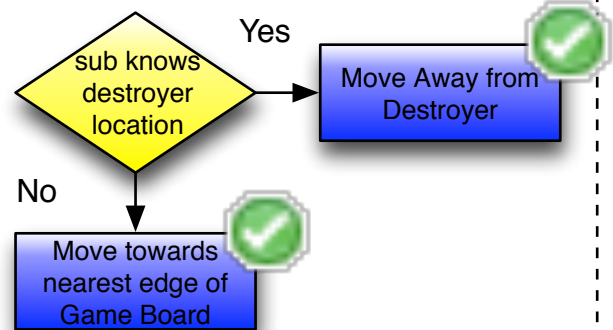
## Move towards nearest edge of Game Board



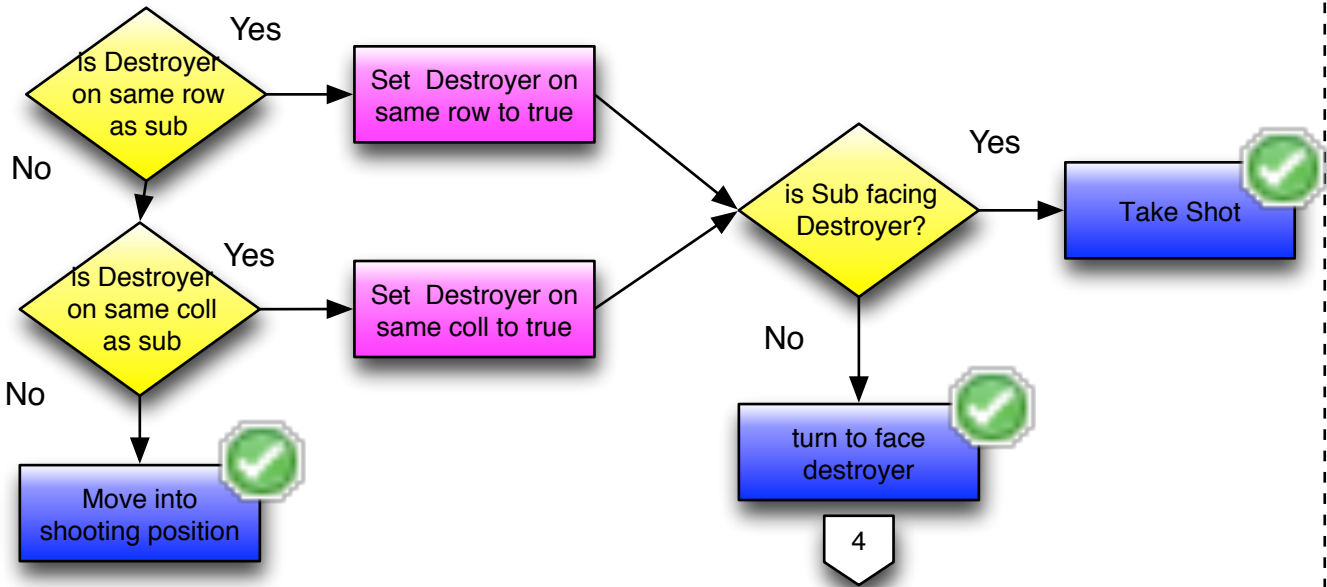
## Move away from destroyer



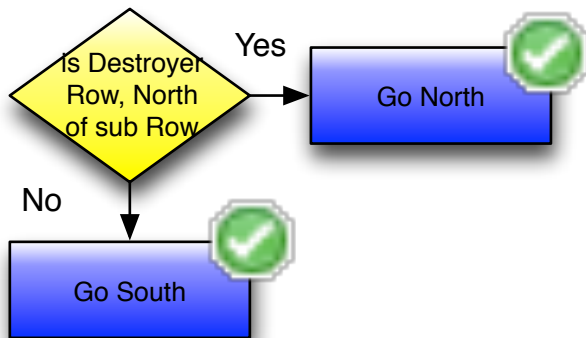
## Run Away



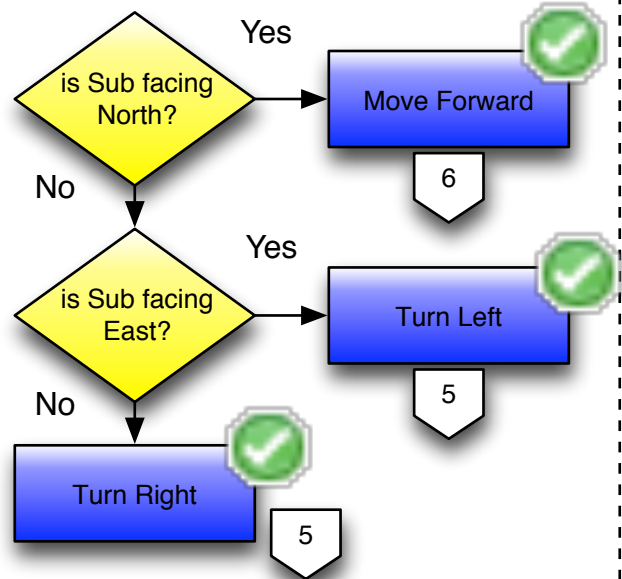
### Get Sub setup for shot



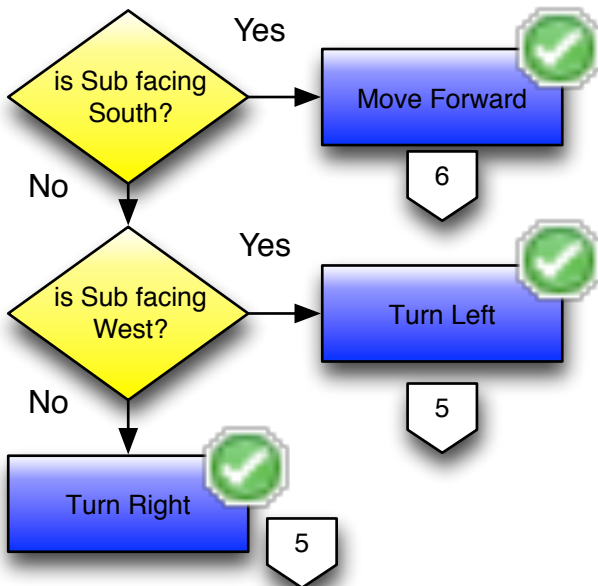
### Move into shooting position



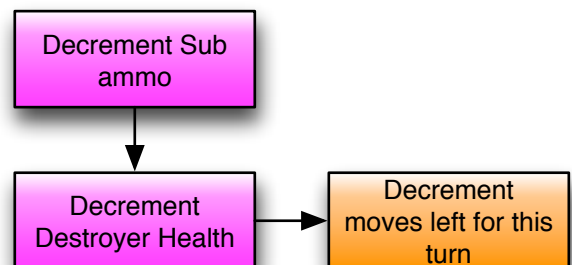
### Go North



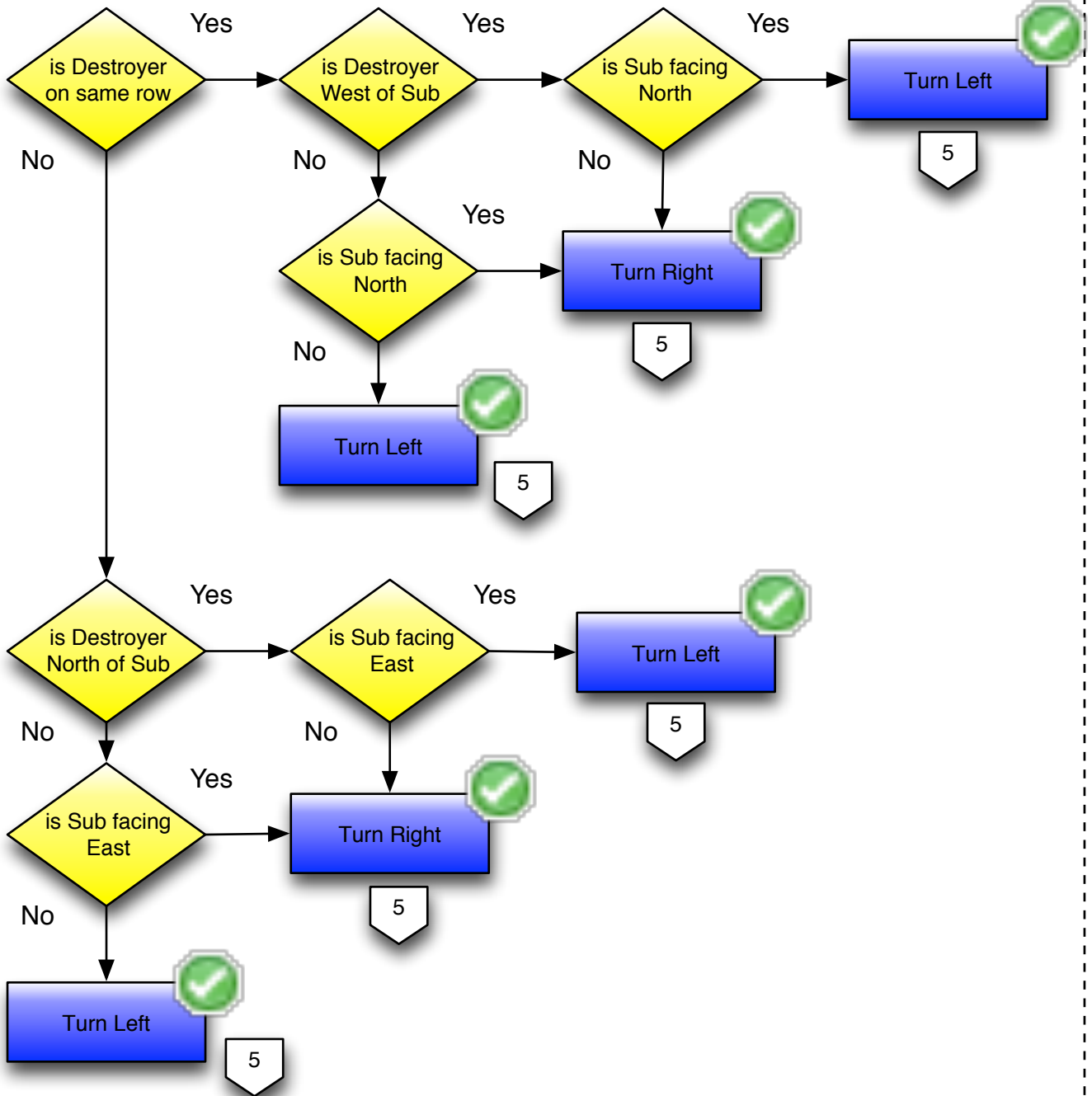
### Go South



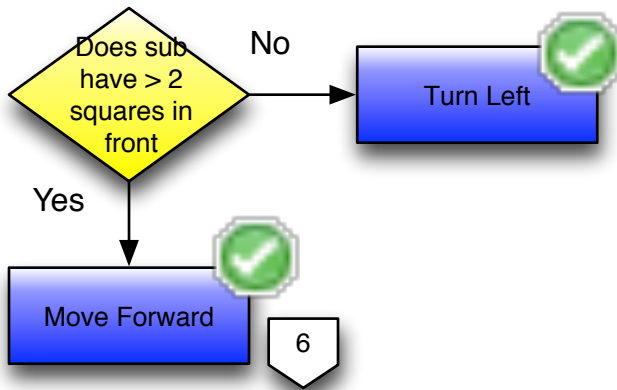
### Take Shot



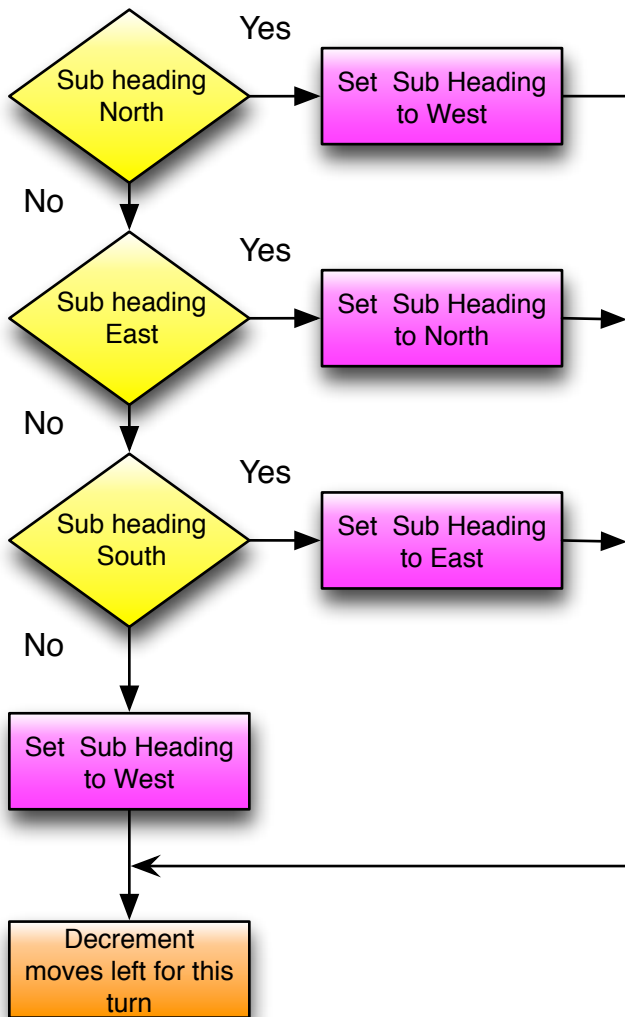
Turn to face Destroyer



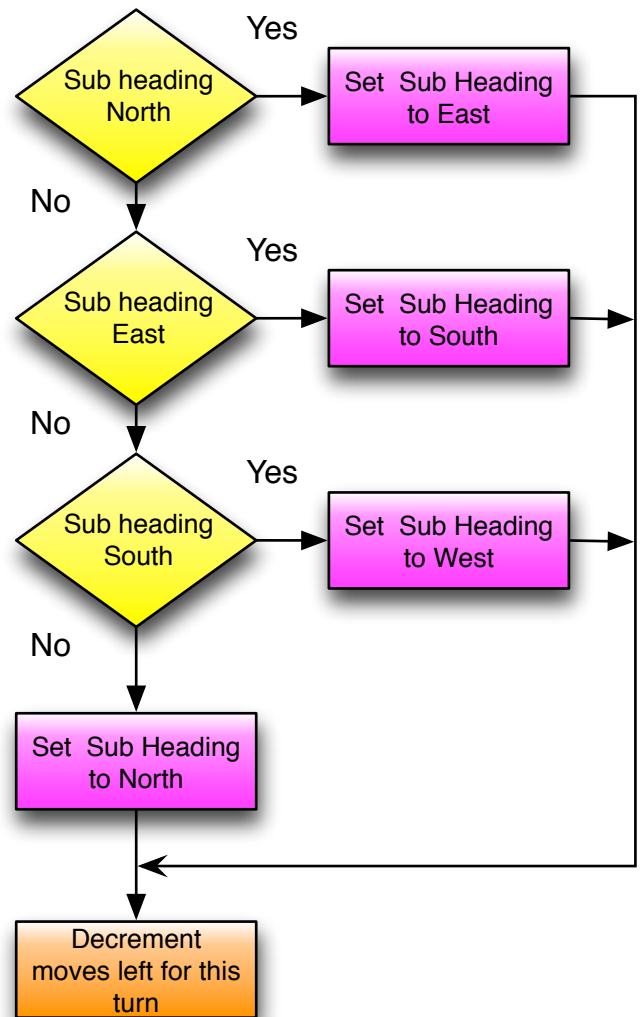
### Search Game Board



### Turn Left



### Turn Right



Move Forward

