

Battleship Flowchat 2
Alex Carter CIS-17A
7/21/2020

Includes:
#include <iostream>
#include <iomanip>
#include <string>
#include <random>
#include <algorithm>
#include <vector>
#include "battleship.hpp"
#include "player.hpp"
#include "game_state.hpp"

main

main

print
Greet player

Create Game State
pointer

Create two new
players and store
them in gamestate

populateShips()
with human player

populateShips()
with ai player

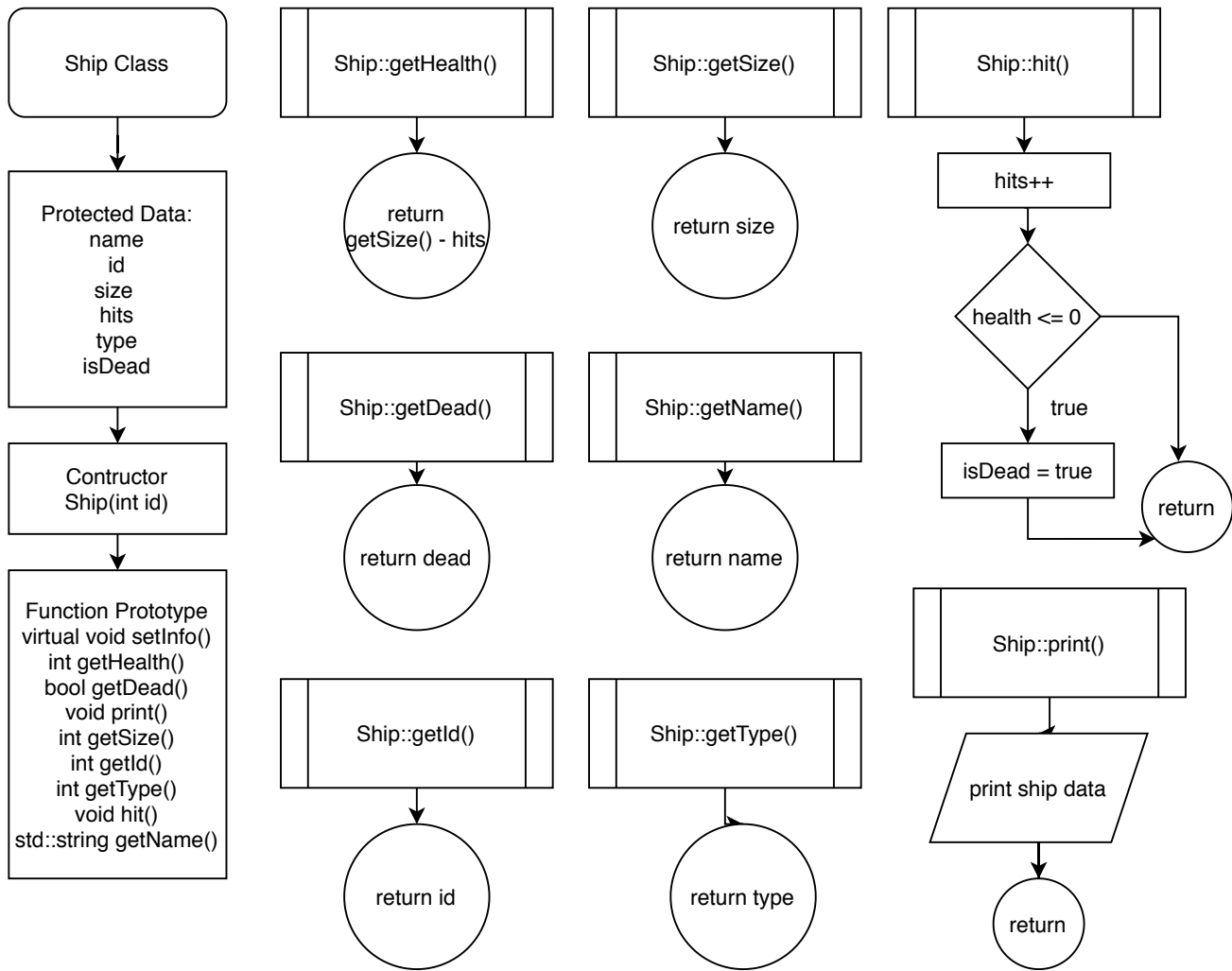
printShips()
human player

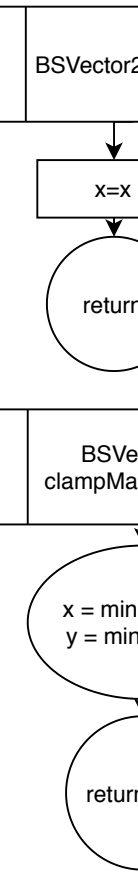
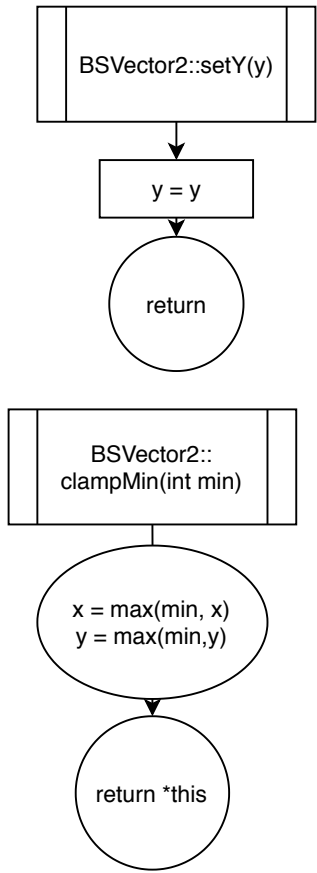
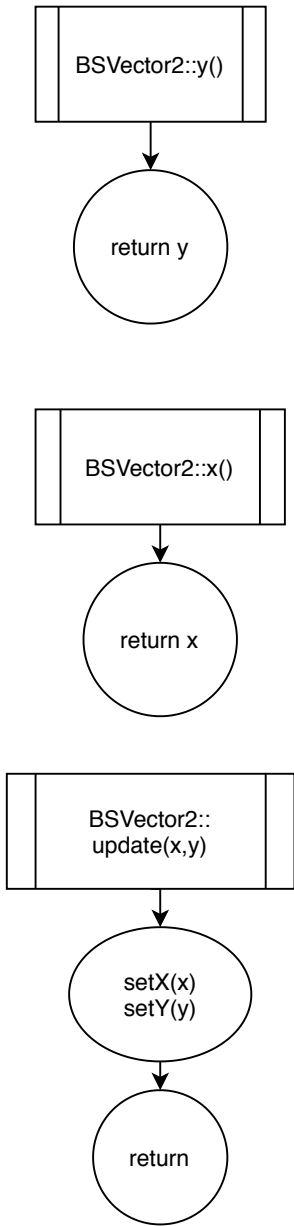
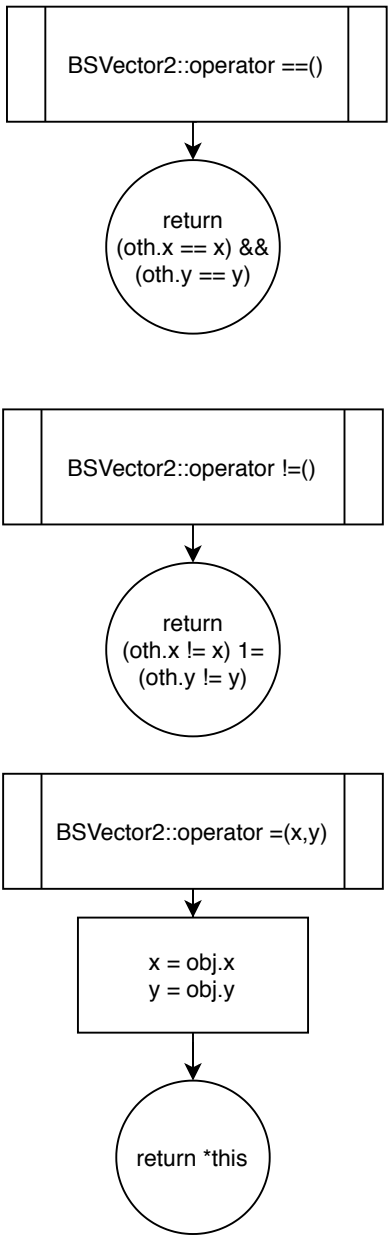
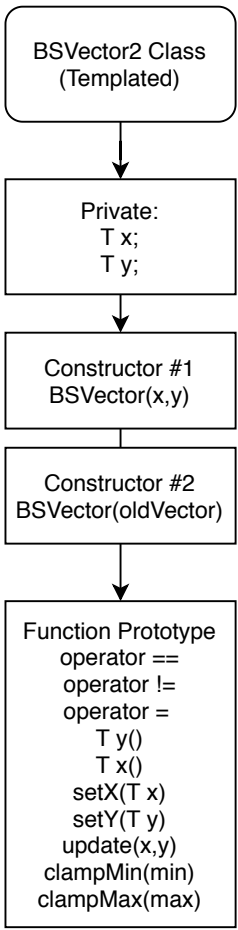
genBoard()
human player

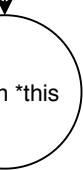
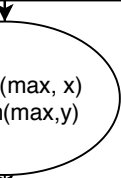
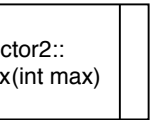
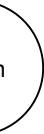
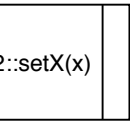
genBoard()
AI player

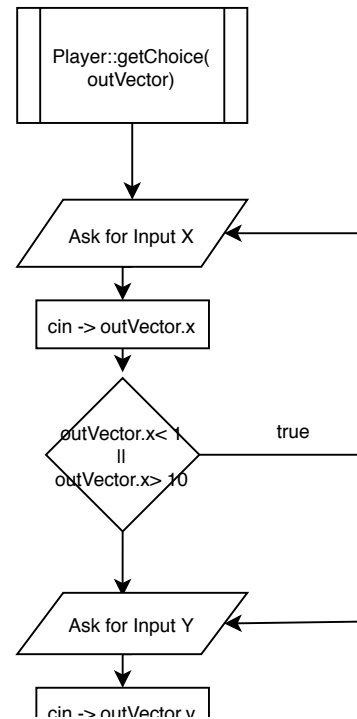
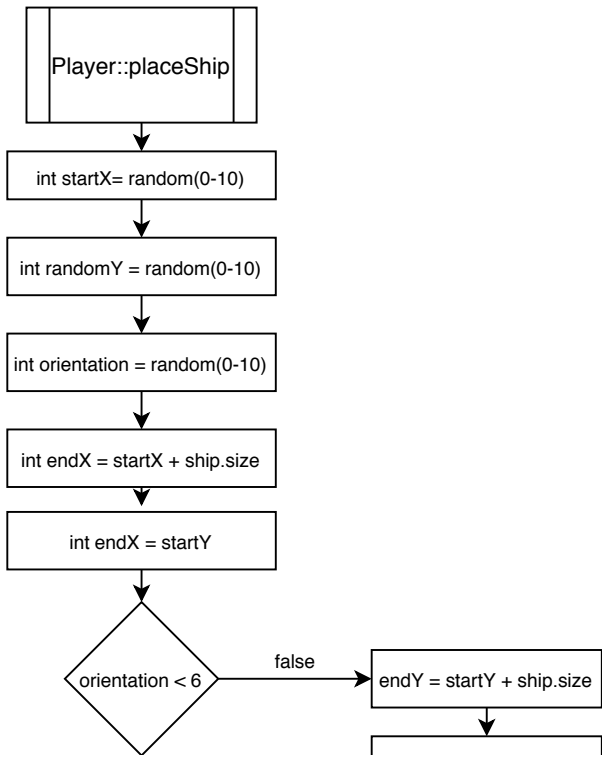
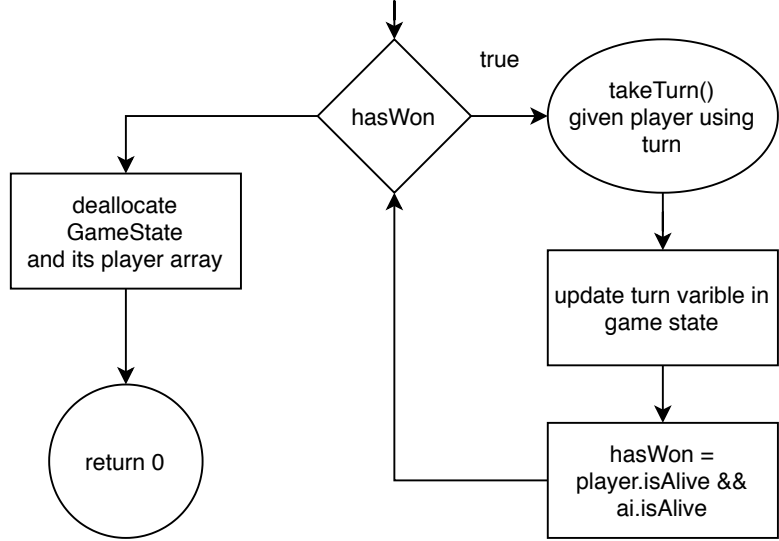
displayBoard(ship)
human player

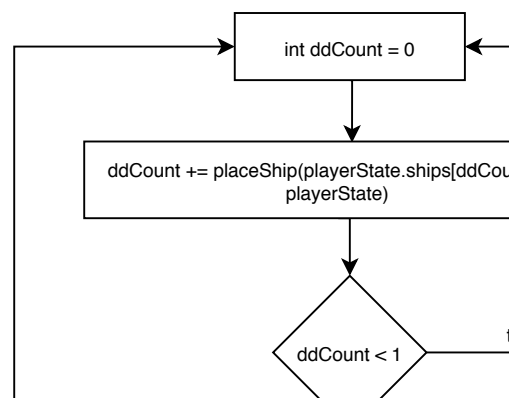
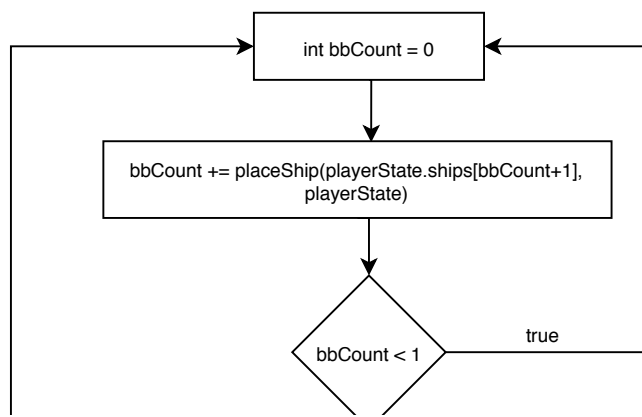
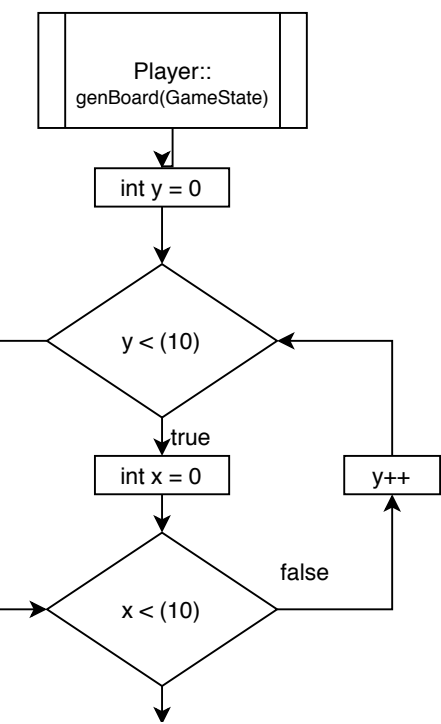
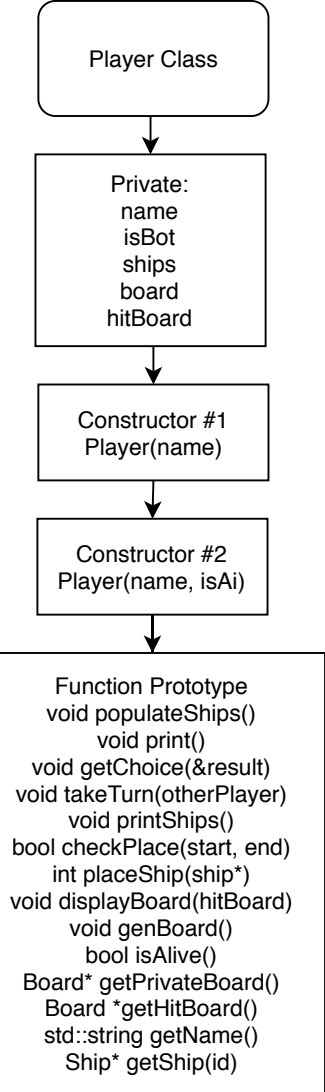
bool bothAlive = true

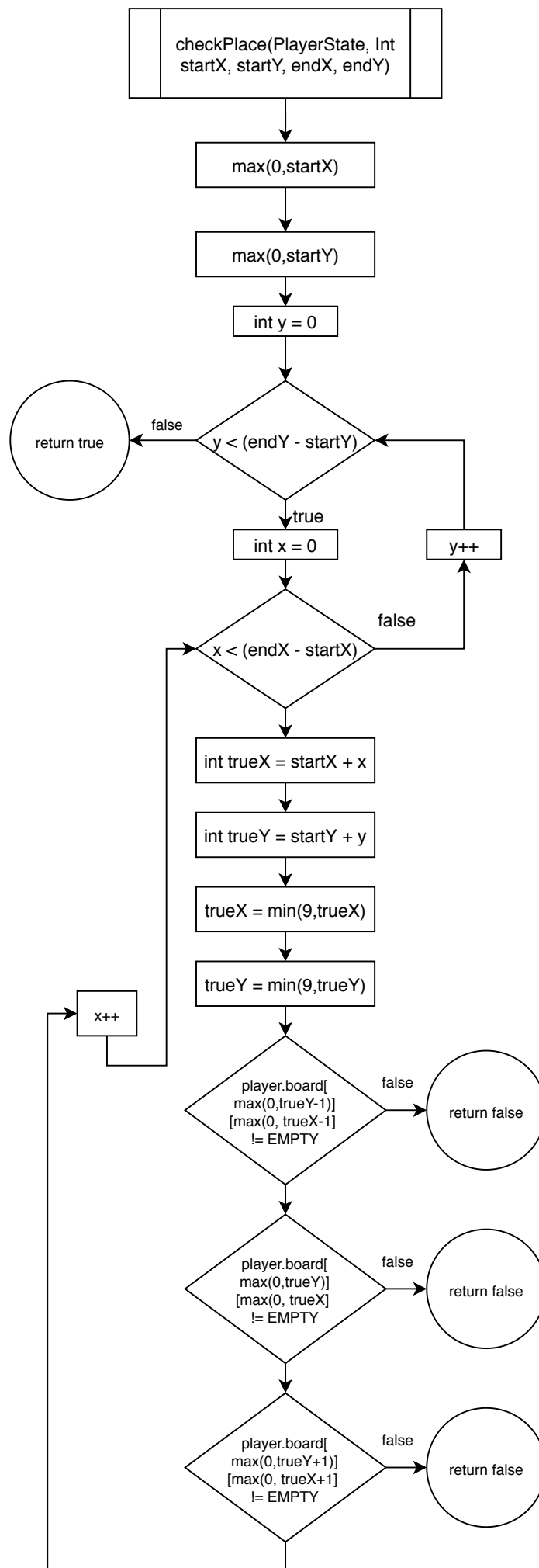






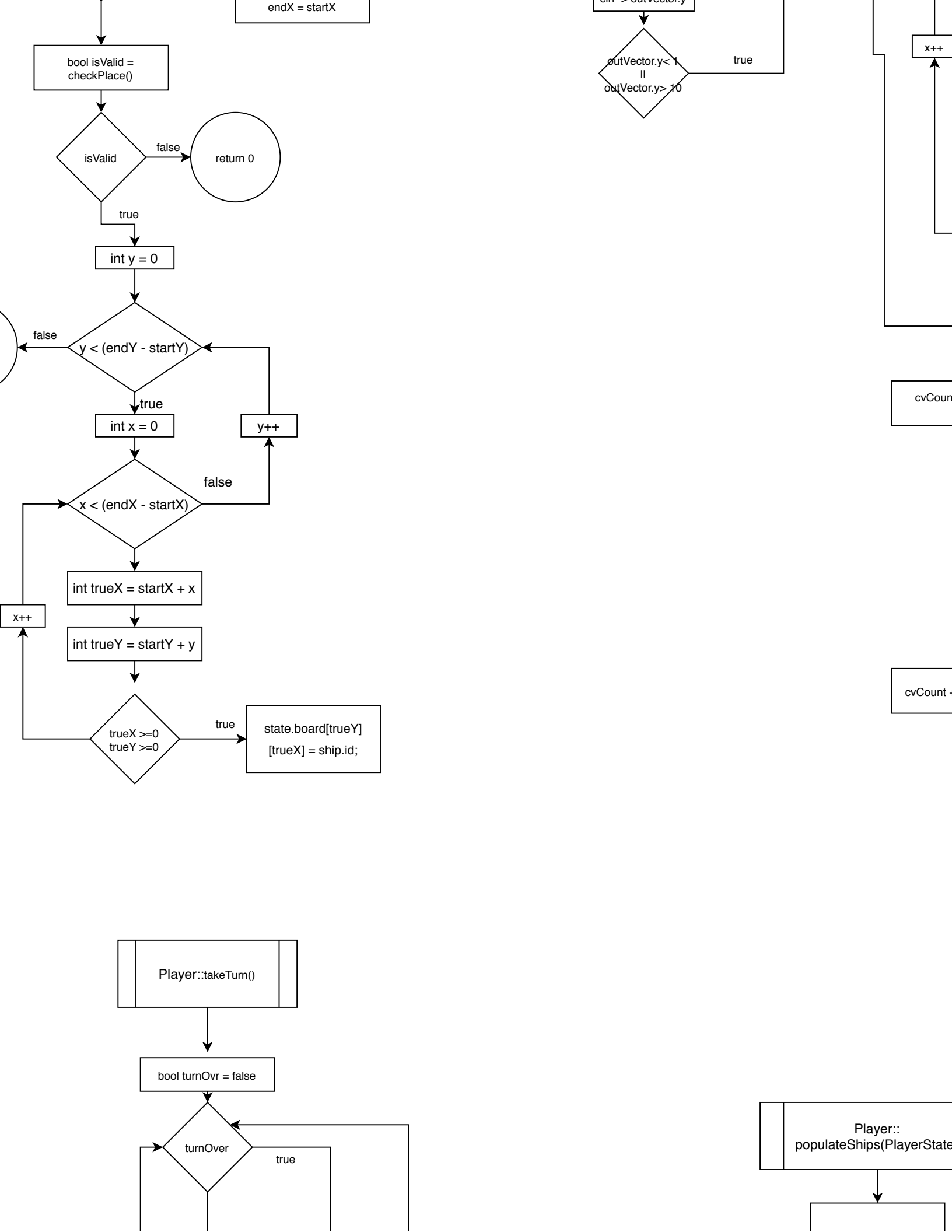


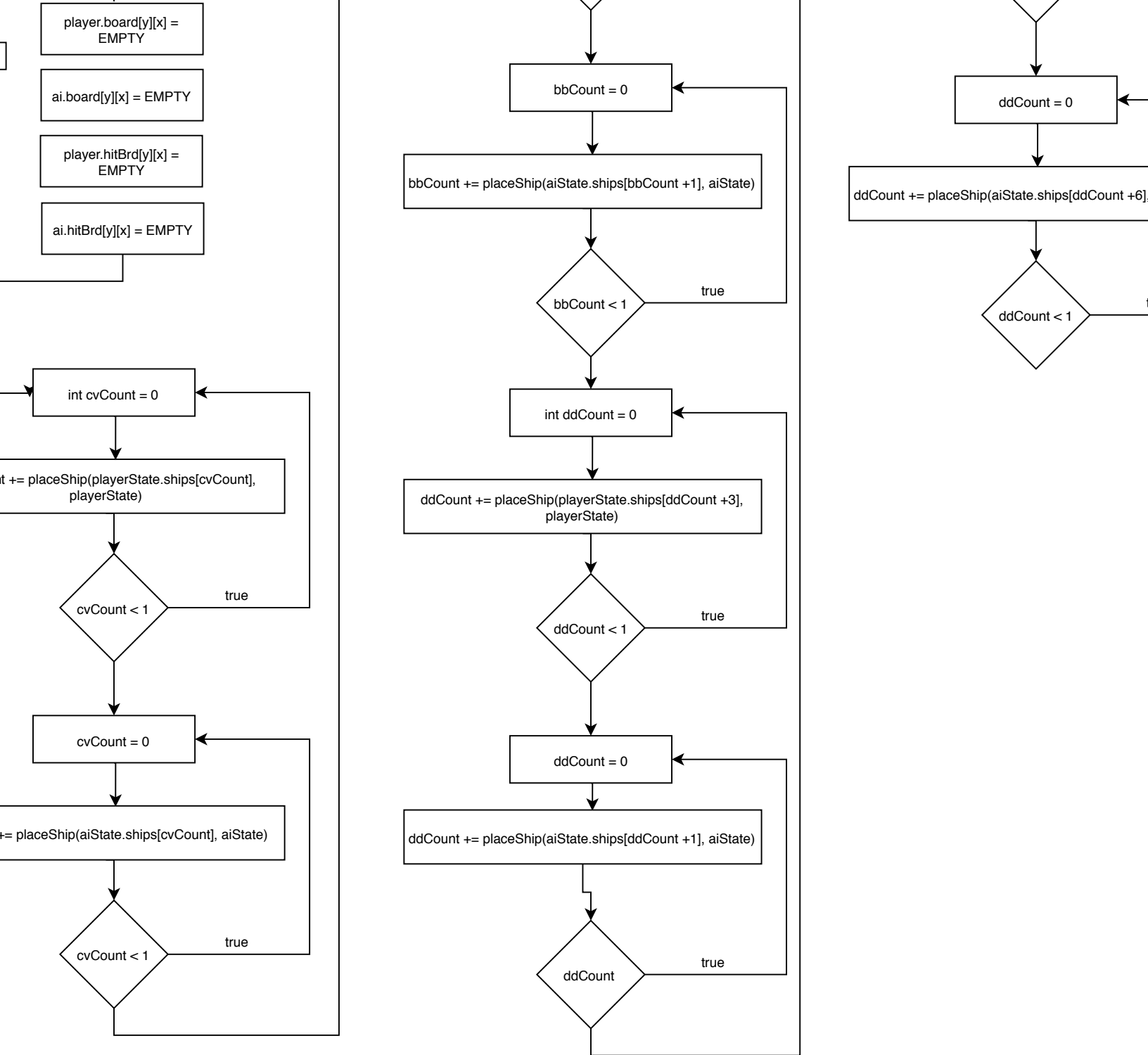




unt +6],

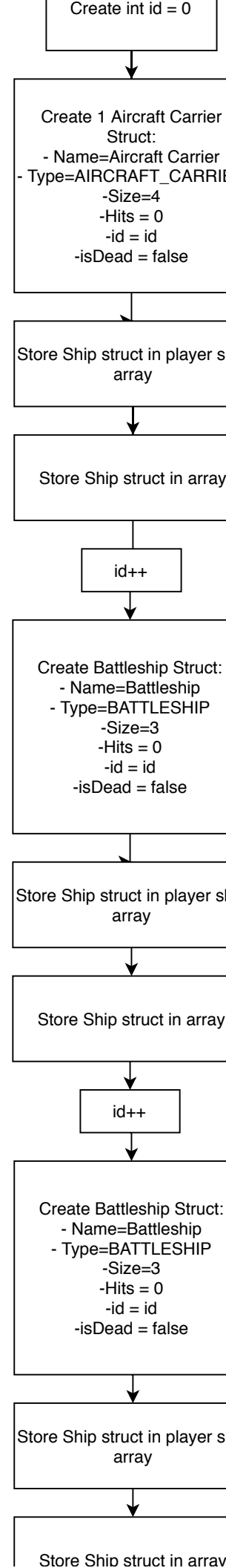
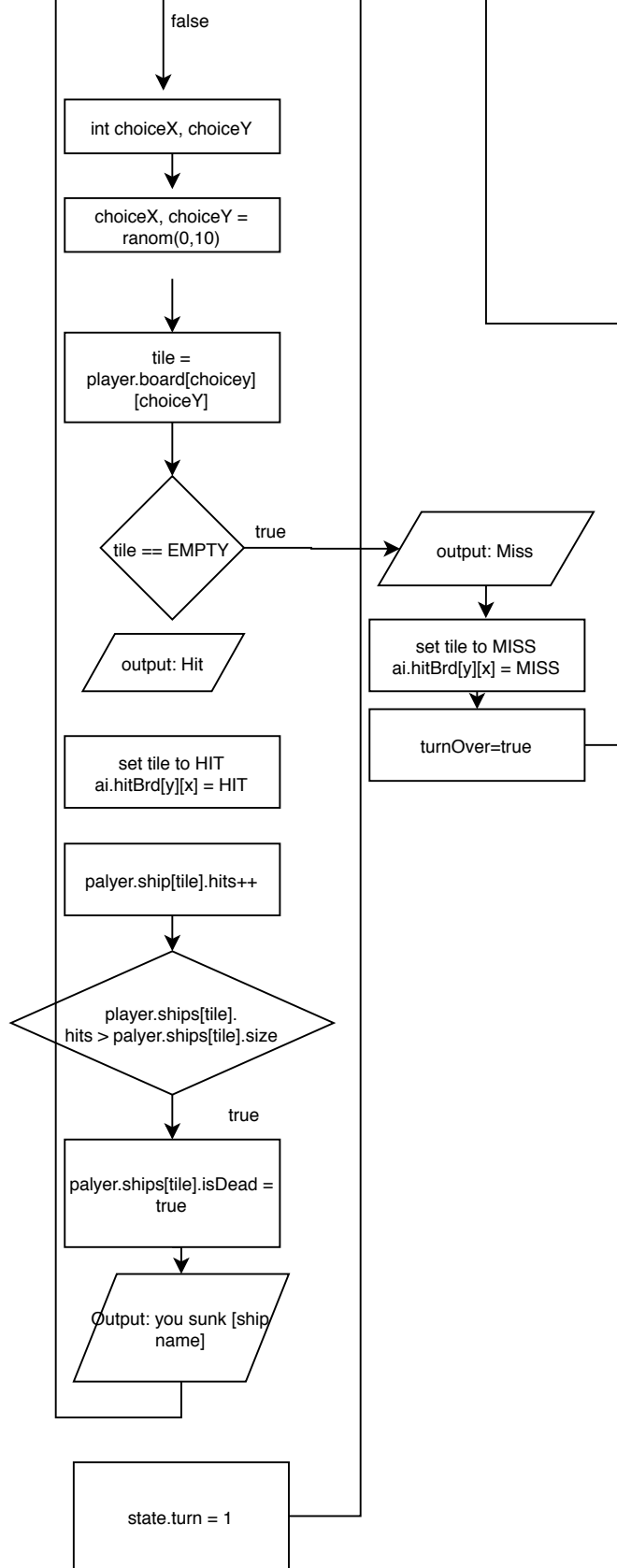
true

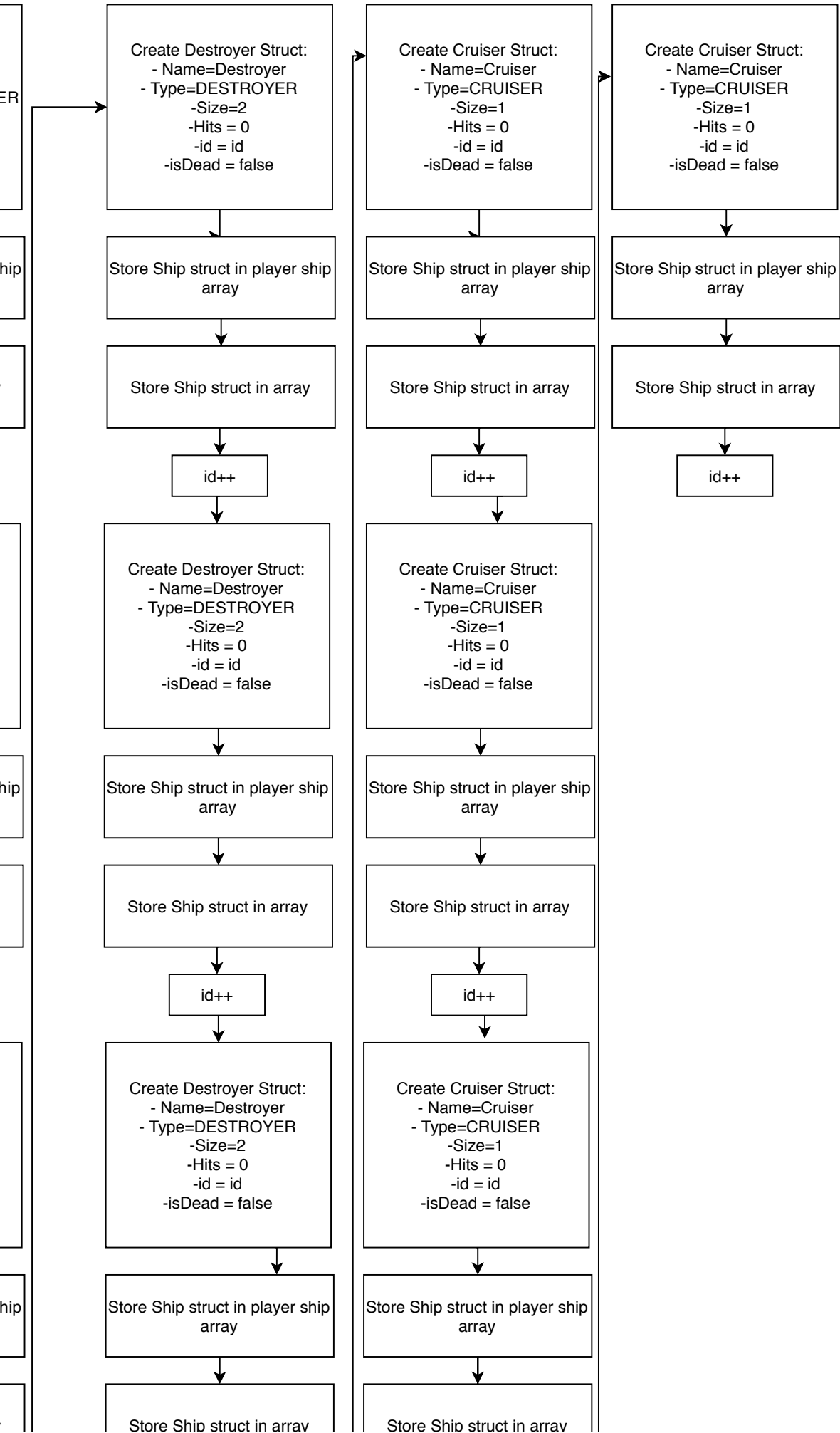




, aiState)

true





... ..



id++



