<https://github.com/AminaKhalid/Comp10050>

Name: Amina Khalid

Name: Aaron Kearns

Work load

We worked on the assignment together. Both of us started from the beginning and we were both working on the same things, If any one of us had an idea or got the code to work, we would send it to each other.

We struggled with the attacks and movements due to the way we approached doing each player types stats

Design choices

Structs to store data of the different types.

Functions to store the different values of each type of players

Switch statements for user options

Struct array to store slot types

Random generator to randomly assign slot types to the slots