Final Exam of the Programing Class

Firetruck Game Rules and Commands

- Game start: Enter a Map
- input string: 5,5,A,+,L,+,D,+,A0,*,D0,+,L,*,d,*,L,+,C0,d,B0,+,C,+,L,+,B

A	+	L	+	D
+	A0	*	D0	+
L	*	d	*	L
+	C0	d	B0	+
C	+	L	+	B

A0, B0,C0,D0 → Firetrucks
A,B,C,D → Firestation
+ → Weak Fire
* → Strong Fire
D → dry Field
W → wet Field
L → Firefighting pond

Commands

- extinguish <ID>,<x>,<y>
  → extinguish a Fire with at max 1 Field space between.
  → If a Fire is extinguished it changes the State from
      strong Fire → weak Fire → Wet Field
- move <ID>,<x>,<y>
  → Firetrucks can move up to 2 fields per turn.
  → It can only stay on not Burning fields and pass through weak Fire.
  → If a Fire is spreading on a Field with a Firetruck it will be destroyed.
- refill <ID>
  → If a Firetruck is next to a pond or a Fire Station he can refuel.
- buy-fire-Engine <x> <y>
  → If a fire is extinguished the player extinguishing it receives a
      reputation point.
  → with 5 reputation points a new Firetruck can be bought and placed
      on any not burning Field.