TERRAN SHIPS:

- if HEALTH == 0 then SHIP DESTROYED

1. VIKING:

- if Protoss->Phoenix then Damage \* 2 else Normal Damage

1. BATTLECRUISER:

- if Turn%5 == 0 then Yamato Cannon (Damage \* 5) else Normal Damage

PROTOSS SHIPS:

GENERAL:

- if SHIELD != 0 then SHIELD - DAMAGE else HEALTH - DAMAGE

* if SHIELD == 0 && HEALTH == 0 then SHIP DESTROYED
* At end of TURN if SHIELD < MAX\_SHIELD then SHIELD += SHIELD\_REGENERATE

1. PHOENIX:

* SHIELD\_REGENERATE = 20

1. CARRIER:

- SHIELD\_REGENERATE = 40

* NUMBER\_ATTACKS = NUMBER\_INTERCEPTORS
* If HEALTH==MAX\_HEALTH then NUMBER\_INTERCEPTORS = 8 else NUMBER\_INTERCEPTORS = 4

GAME INITIALISATION:

1. CALL Vectorinit (vec\* <Vector to Terran Fleet>

2. CALL Vectorinit (vec\* <Vector to Protoss Fleet>

3. FREAD input\_file AND allocate ships in VECTORS

4. Initialise BATTLEFIELD STRUCT with Fleet vectors

5. TURN\_COUNTER = 0;

GAME TURN:

1. TURN\_COUNTER ++
2. TERRAN TURN

- CHECK ship\_special\_abilities

* If PROTOSS\_VECTOR\_SIZE !=0 then Target LAST\_ELEMENT
* If TERRAN\_VECTOR\_LAST\_ELEMENT destroyed then CALL VectorDelete( );
* If TERRAN\_VECTOR\_SIZE != 0 then for (int Ship\_index = 0 ; Ship\_index < TERRAN\_VECTOR\_SIZE; Ship\_index++) Ship[Ship\_index] - > attack
* If PROTOSS\_VECTOR\_LAST\_ELEMENT destroyed then attack PROTOSS\_VECTOR\_LAST\_ELEMENT
* If Ship\_Index == TERRAN\_VECTOR\_SIZE than end\_turn

1. PROTOSS TURN

- CHECK ship\_special\_abilities

* If TERRAN\_VECTOR\_SIZE !=0 then Target LAST\_ELEMENT
* If PROTOSS\_VECTOR\_SIZE != 0 then for (int Ship\_index = 0 ; Ship\_index < PROTOSS\_VECTOR\_SIZE; Ship\_index++) Ship[Ship\_index] - > attack
* If Ship[Ship\_index] == CARRIER then CARRIER NUMBER\_ATTACKS == NUMBER\_INTERCEPTORS

- If TERRAN\_VECTOR-LAST\_ELEMENT destroyed && NUMBER\_ATTACKS>0 then attack TERRAN\_VECTOR\_LAST\_ELEMENT

* If PROTOSS\_VECTOR\_LAST\_ELEMENT destroyed then CALL VectorDelete( );
* If TERAN\_VECTOR\_LAST\_ELEMENT destroyed then attack TERAN\_VECTOR\_LAST\_ELEMENT;
* If Ship\_Index == PROTOSS\_VECTOR\_SIZE than end\_turn

3.END OF GAME TURN:

* CHECK\_PROTOSS\_SHIELDS

4.GAME END:

-if processTerranTurn==true || processProtossTurn==true then SELECT\_WINNER

QUESTIONS:

1. When last element is destroyed, do the rest of the ships fire on the next ship?
2. Do all ships from fleet take turn or ship by ship switch turns?