

Instead of the tedious task of writing each input file we have made, using STL containers and algorithms, which produce the files each time the game is run.

- **Tower**

The starting power of the towers are randomized in the range of [100,150] and the maximum number the tower can attack at each time step in the range of [1,30].

- **Enemy**

We have randomized the number of each enemy type to be as follows:

Around 80% are fighters and around 20% are healers, and around of this 80% of the fighters throw fire and the other 20% throw ice.

The health of the enemies is in the range of [65,100]

The power of the enemies is in the range of [70,100]

The reloading time of enemies is in the range of [1,4]

The arrival time of the enemies is in the range [0,25] so in the step number 25 all enemies are drawn and engaged in the simulation

- **Simulation**

We have randomized the the spawning regions of the enemies to make the game less repetitive and boring and not have regions we the same number of enemies in it.