

DATA STRUCTURE

Master List []

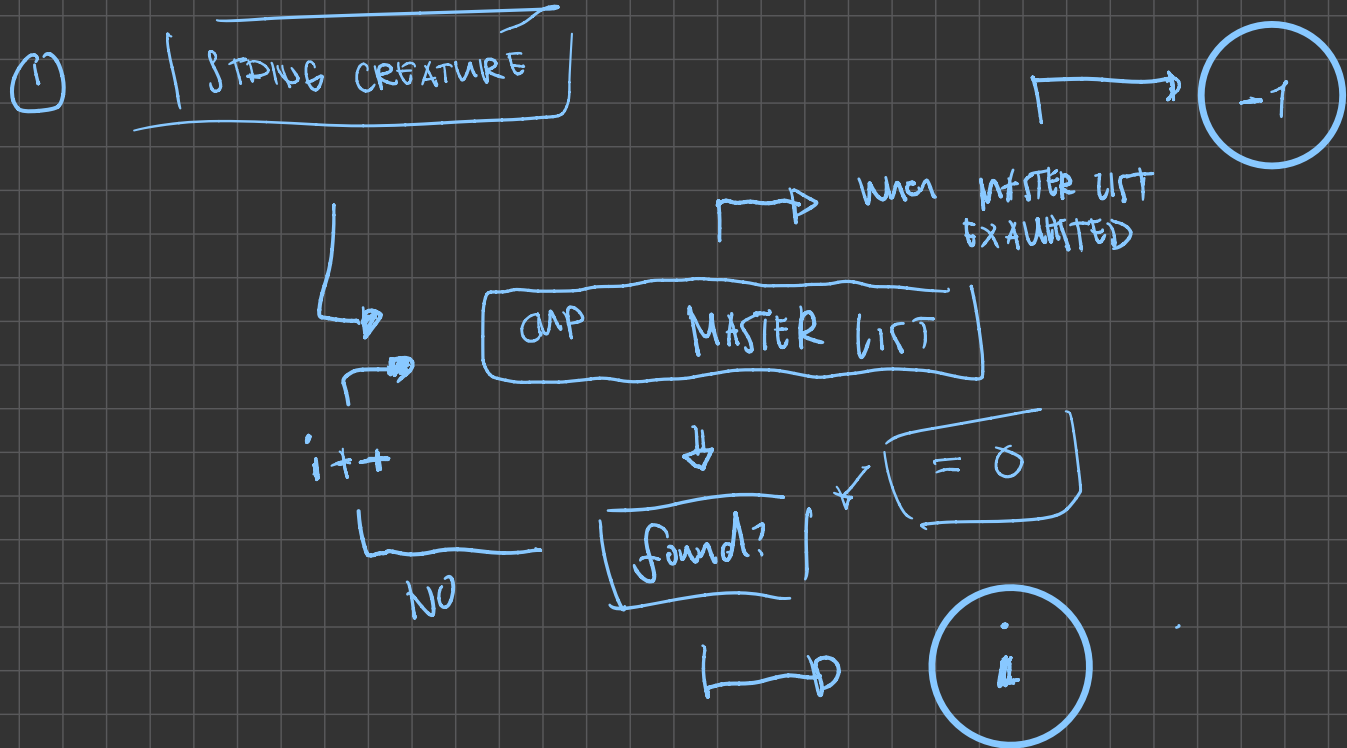
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- 1D ARRAY OF STRINGS
- Index dictates if r value

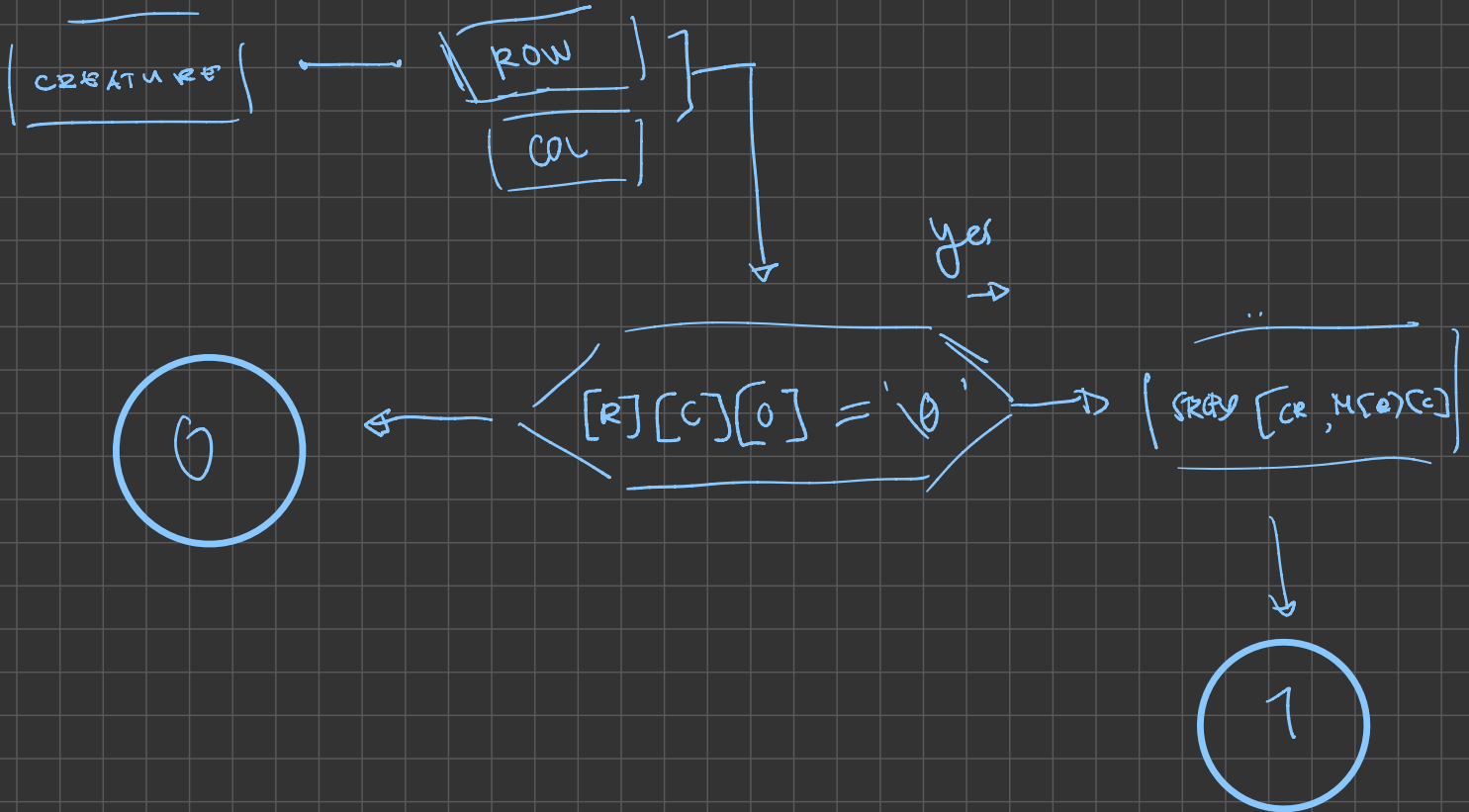
MATRIX [R][C]

- Playing field
- Where we place the monsters.

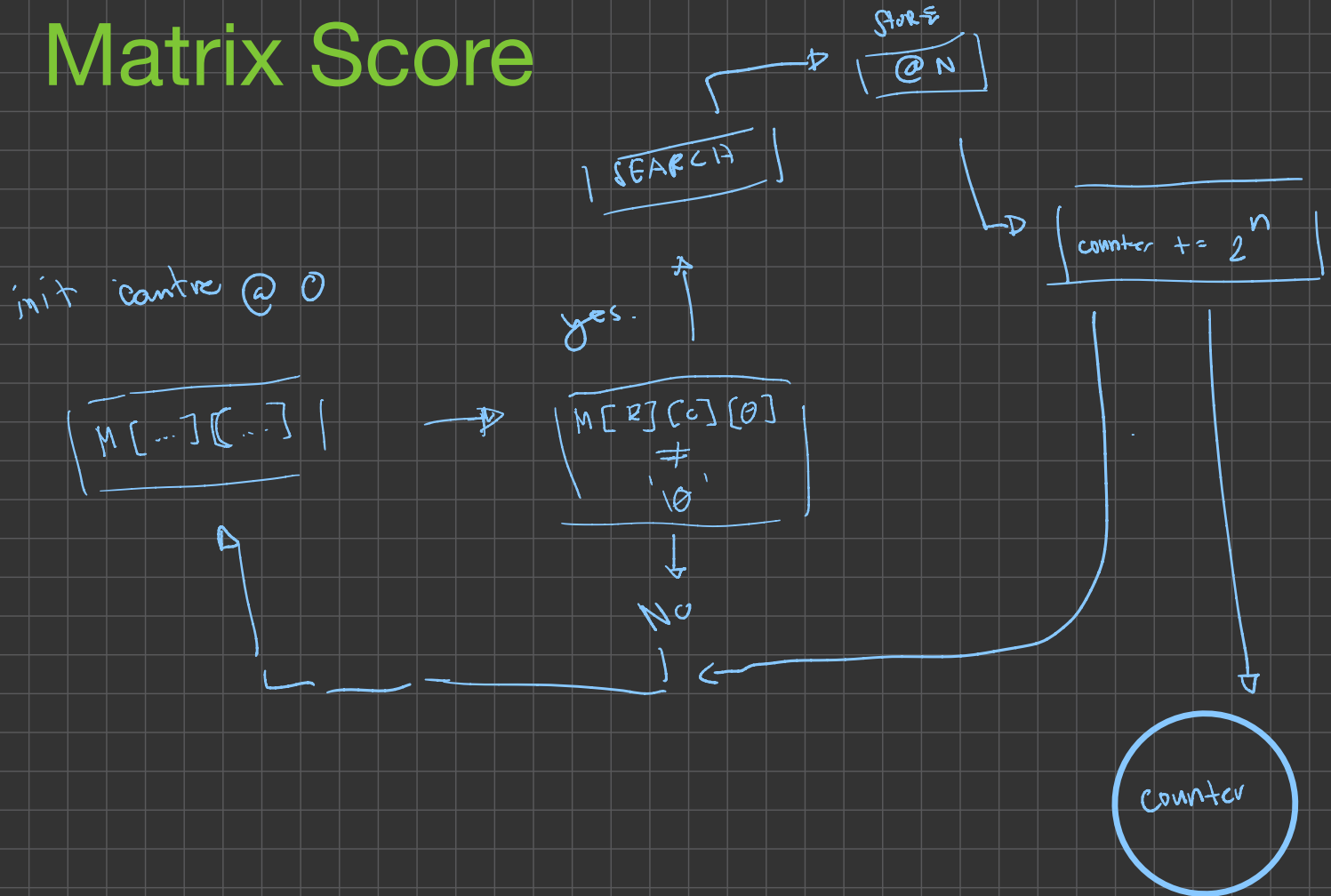
Search function



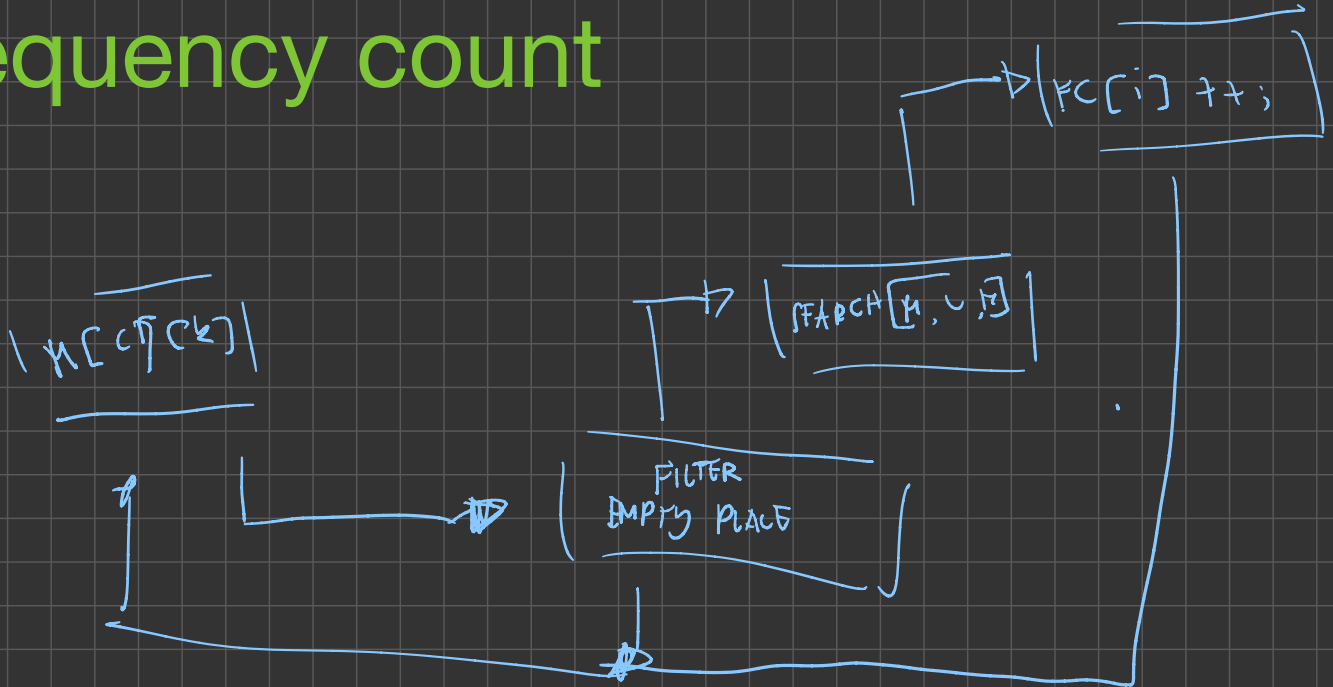
Spawn



Matrix Score



frequency count



MERGE

$s1 = MCKI][C1]$
 $s2 = M[R2] [C2]$

