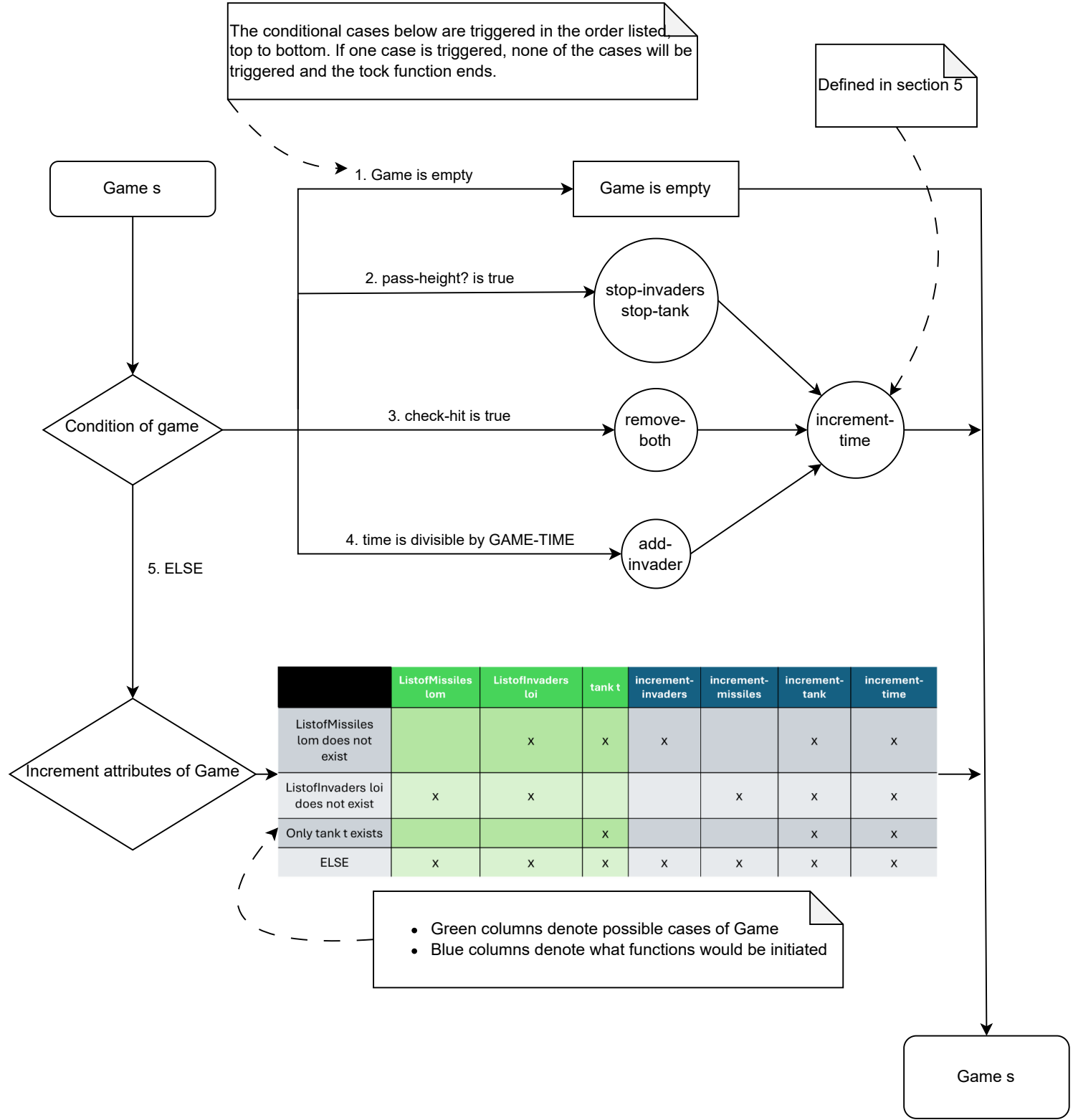


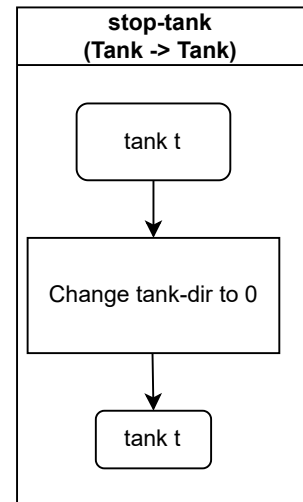
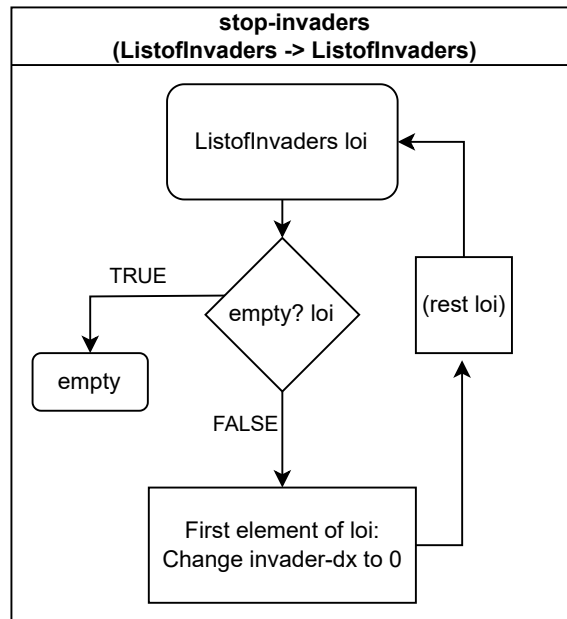
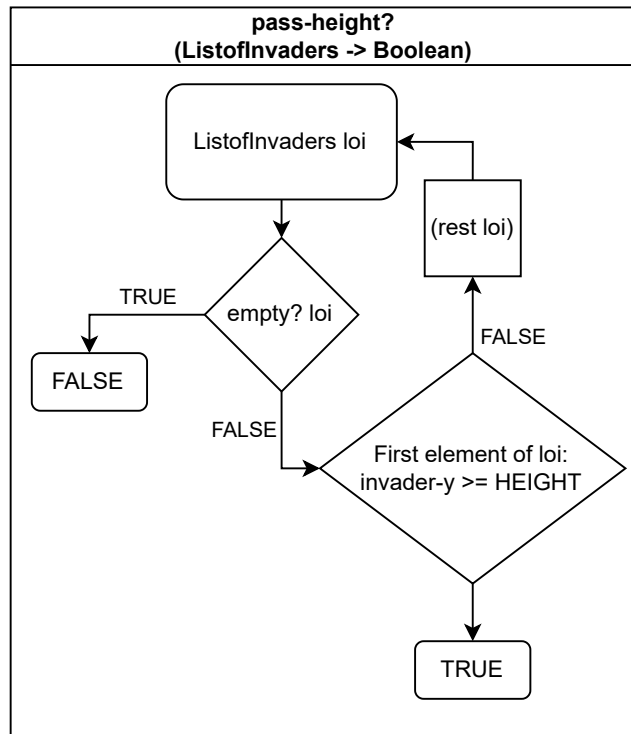
**TOCK FUNCTION  
(MAIN BODY)**

The conditional cases below are triggered in the order listed top to bottom. If one case is triggered, none of the cases will be triggered and the tock function ends.

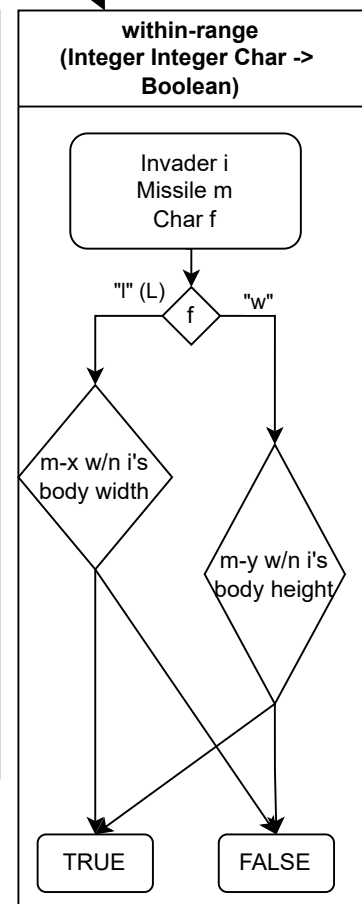
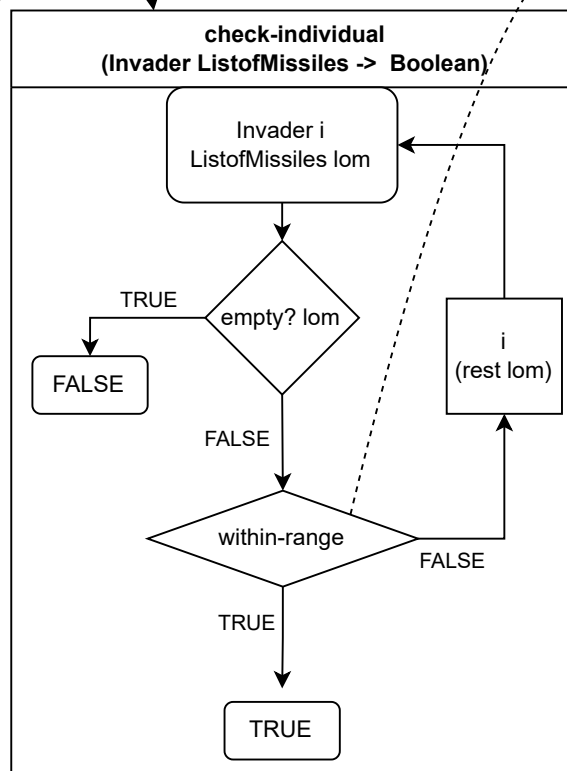
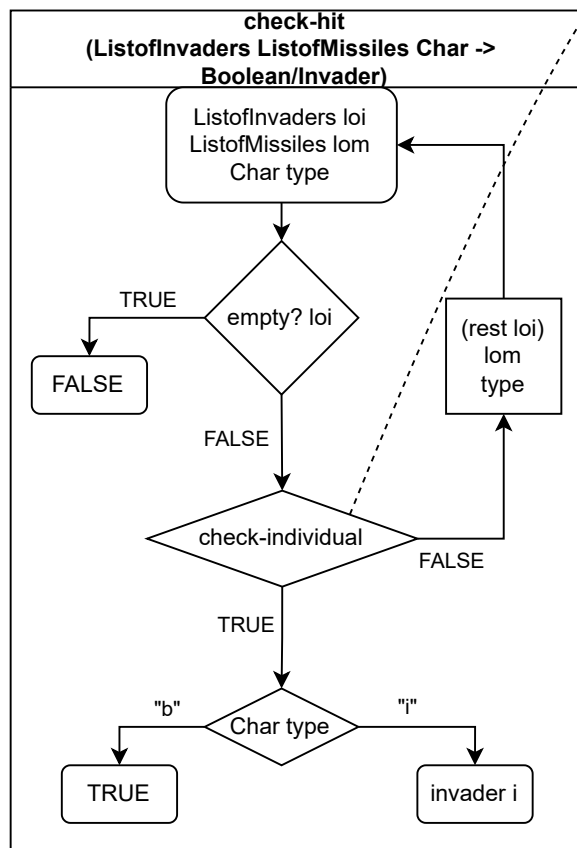
Defined in section 5

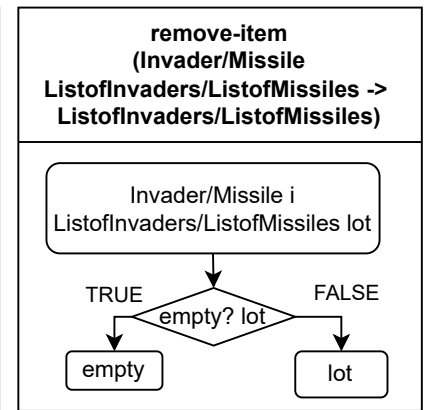
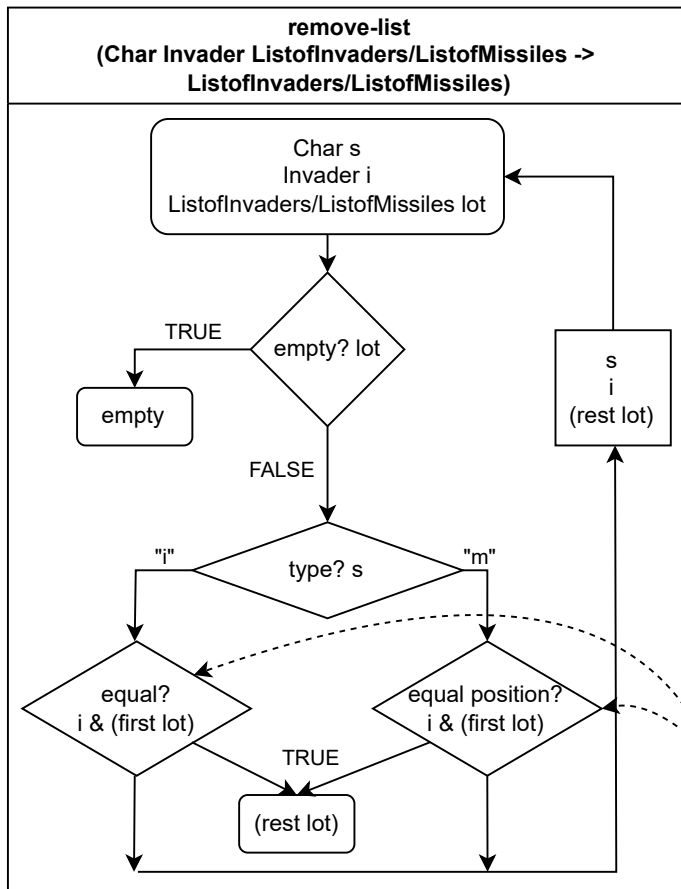
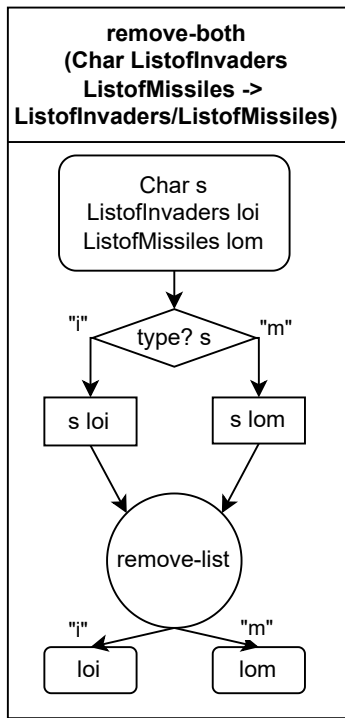


## CONDITIONAL CASE 2: pass-height? is true



## CONDITIONAL CASE 3: check-hit is true

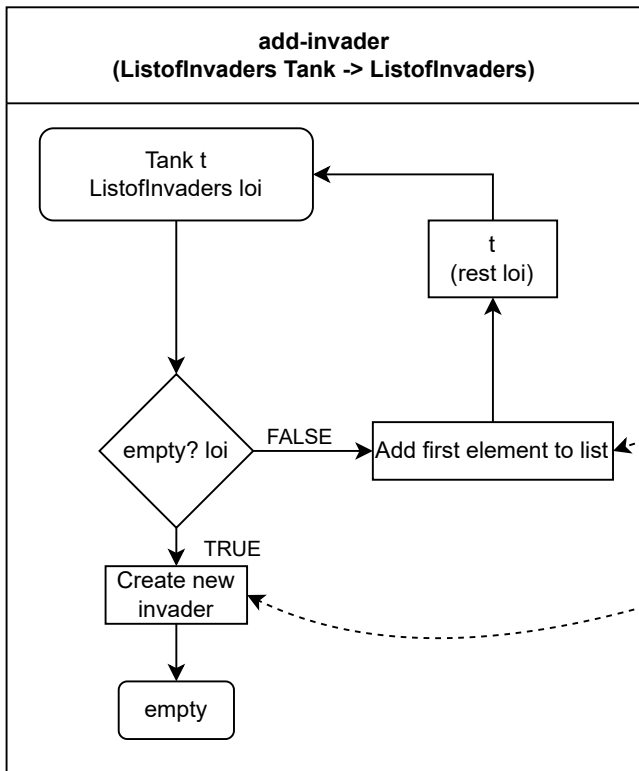




remove-item was created with the intention of further streamlining the remove-list function. Due to time constraints, this function was not further utilized.

if "i", (first lot) will be of Invader datatype  
if "m", (first lot) will be of Missile datatype

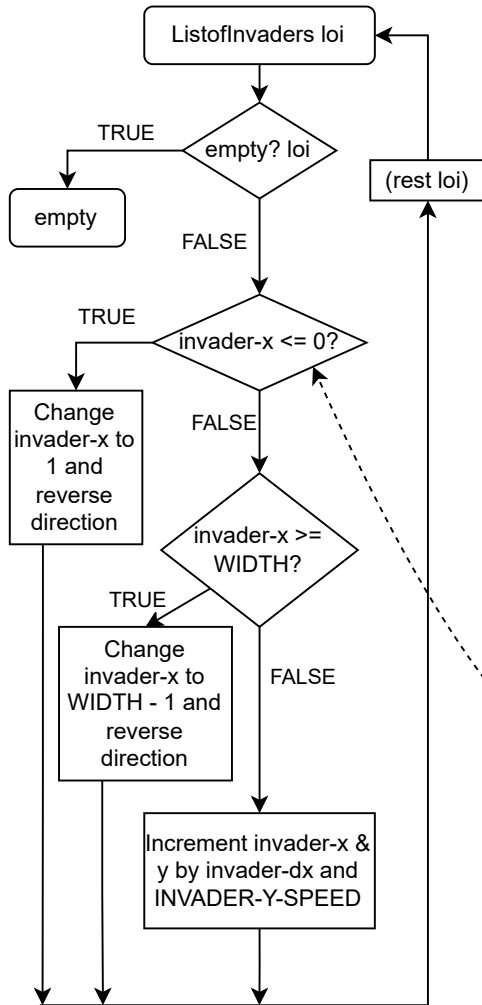
## CONDITIONAL CASE 4: time is divisible GAME-TIME



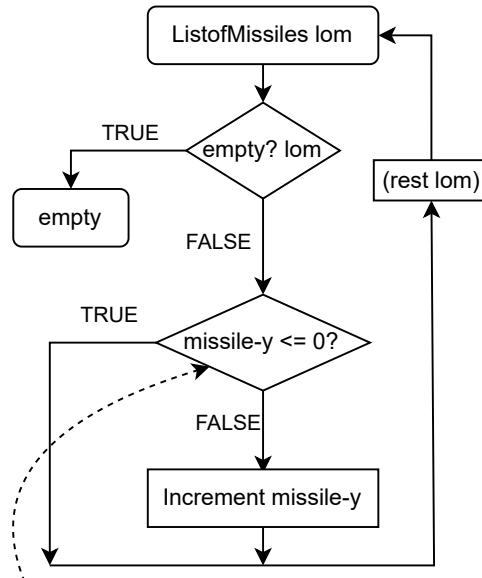
Recursion of this function will cause nested functions to return first element. The very last nested function will return the new invader.

## CONDITIONAL CASE 5: ELSE

### increment-invader (ListofInvaders -> ListofInvaders)



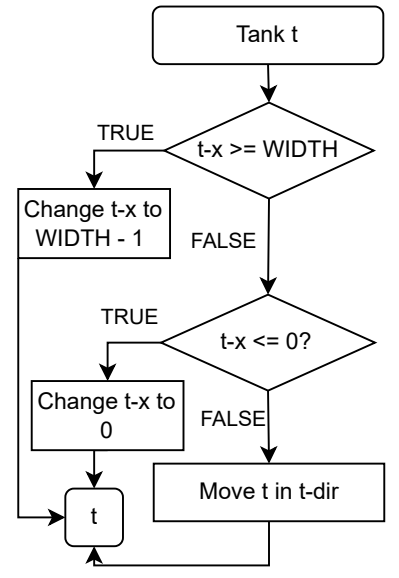
### increment-missile (ListofMissiles -> ListofMissiles)



Refers first element of their respective lists.

For increment-missiles, the first element is skipped when calling (rest lom), so said referred element is not included in the return list.

### increment-tank (Tank -> Tank)



### increment-time (Integer -> Integer)

