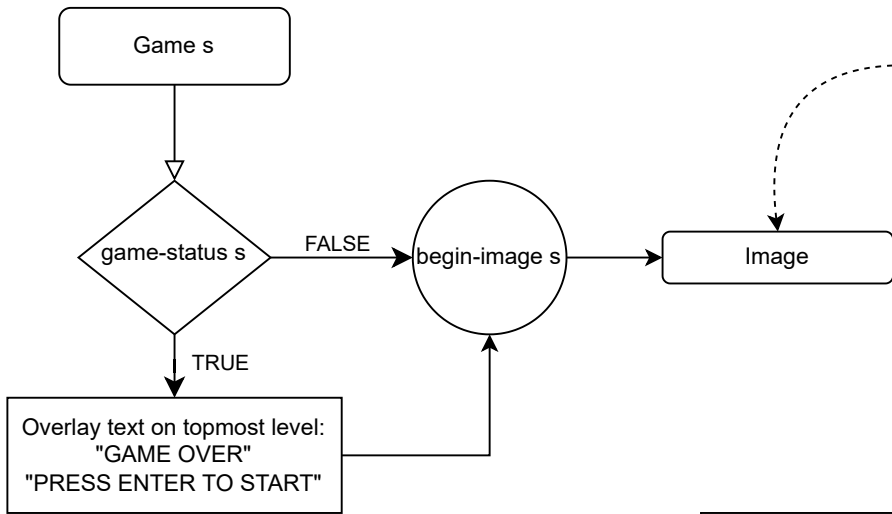
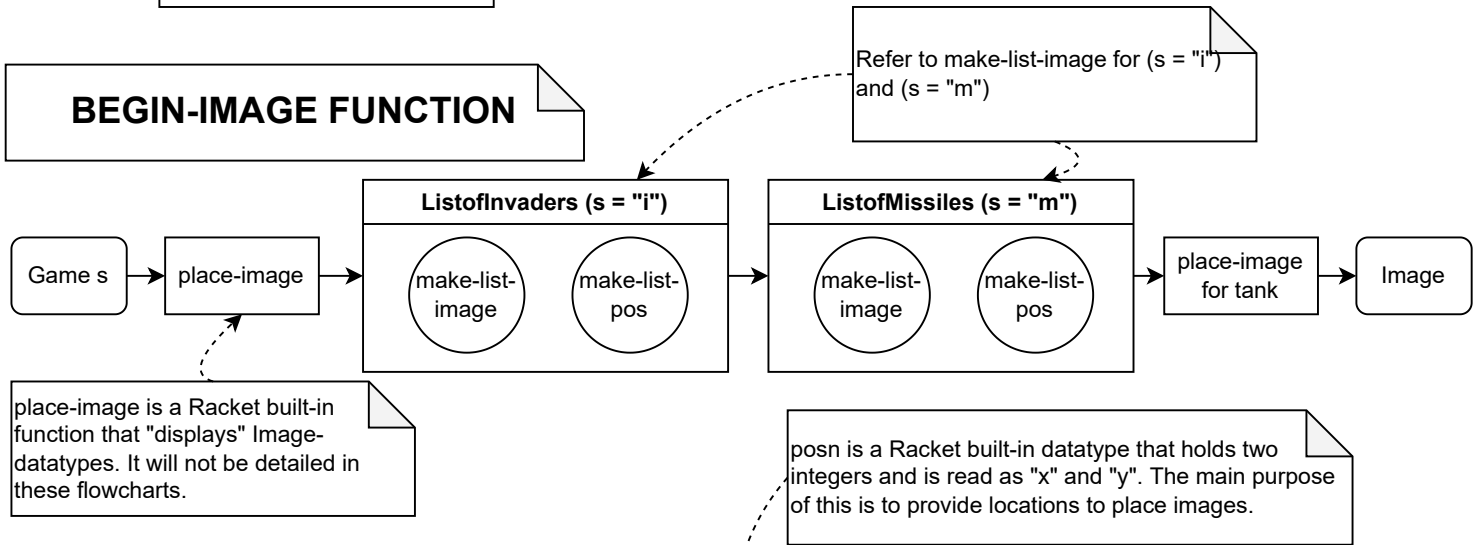


RENDER FUNCTION (MAIN BODY)



This refers to what will be displayed on the screen. In essence, this can be considered the termination of the render function.

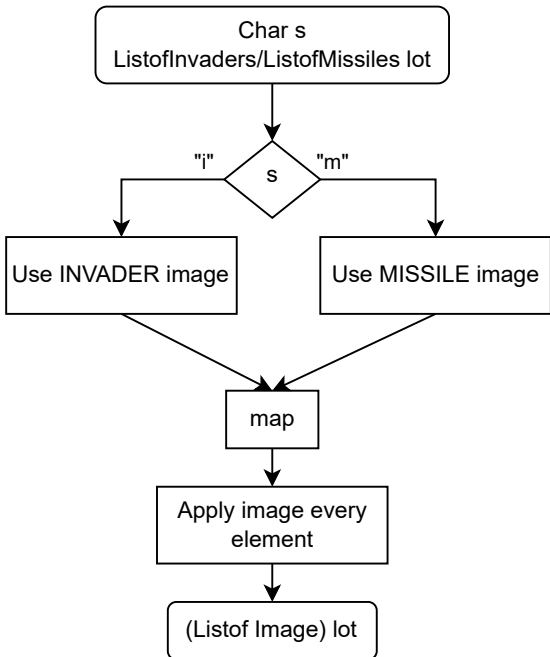
BEGIN-IMAGE FUNCTION



place-image is a Racket built-in function that "displays" Image-datypes. It will not be detailed in these flowcharts.

posn is a Racket built-in datatype that holds two integers and is read as "x" and "y". The main purpose of this is to provide locations to place images.

MAKE-LIST-IMAGE FUNCTION (Char ListofInvaders/ListofMissiles -> [Listof Image])



MAKE-LIST-POS FUNCTION (Char ListofInvaders/ListofMissiles -> [Listof Posn])

