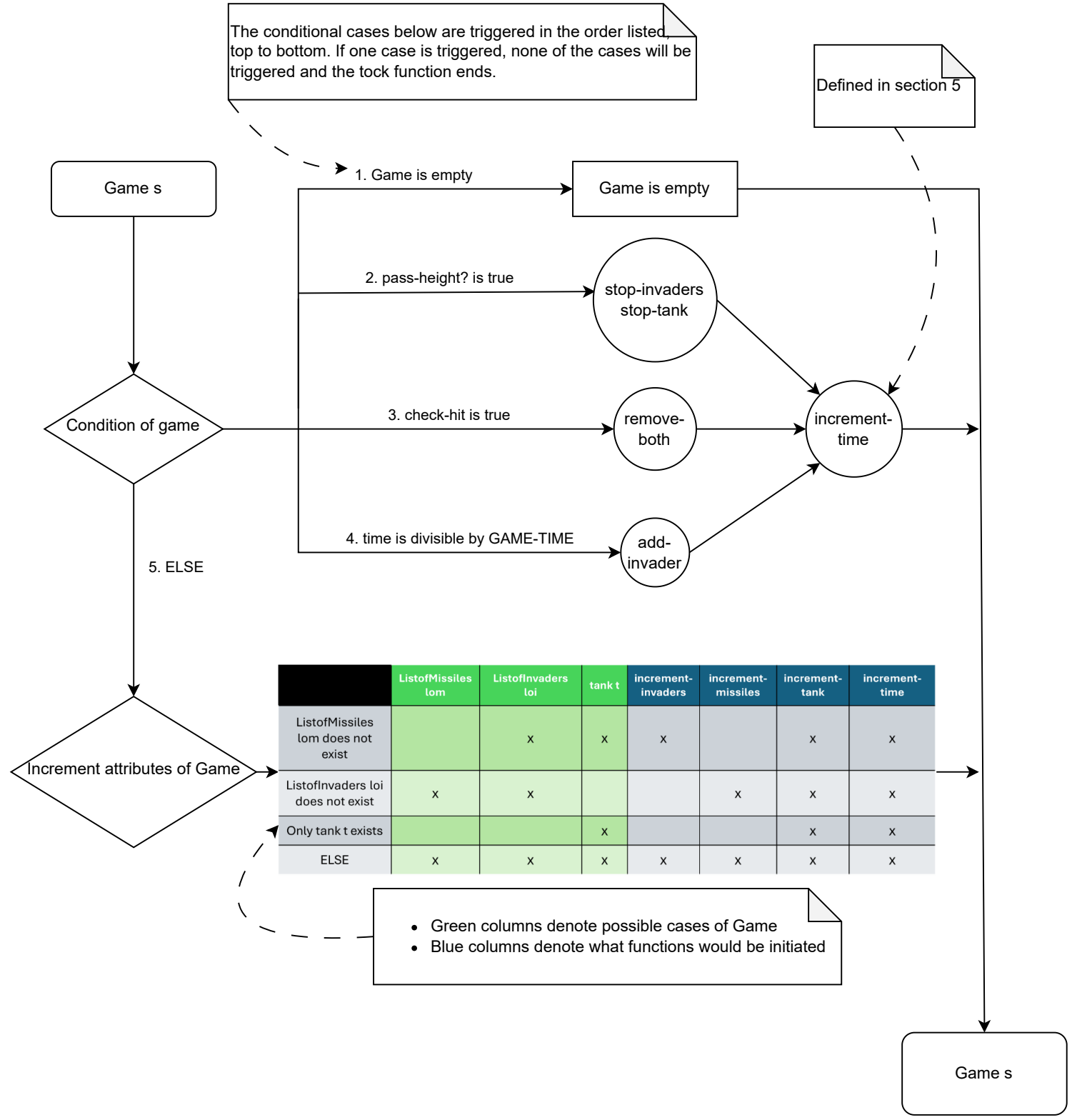
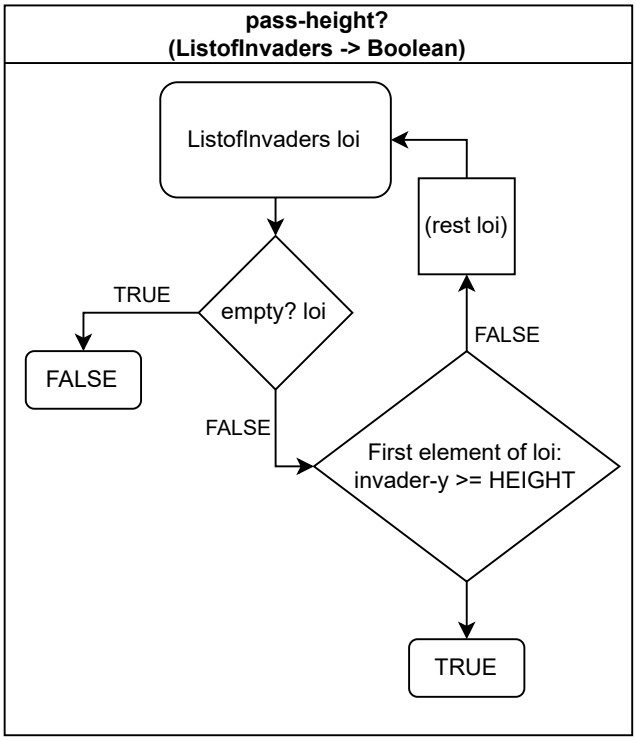
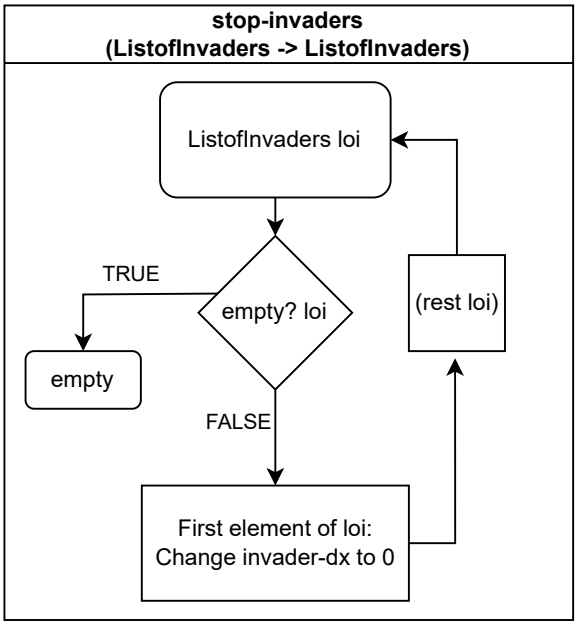
TOCK FUNCTION (MAIN BODY)

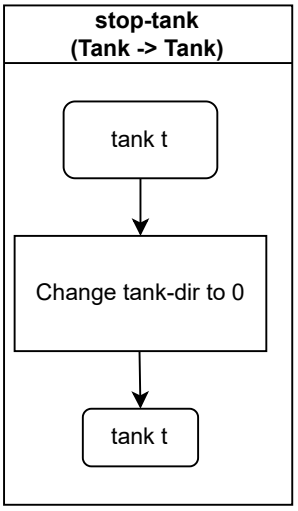


	ListofMissiles lom	ListofInvaders loi	tank t	increment-invaders	increment-missiles	increment-tank	increment-time
ListofMissiles lom does not exist		x	x	x		x	x
ListofInvaders loi does not exist	x	x			x	x	x
Only tank t exists			x			x	x
ELSE	x	x	x	x	x	x	x

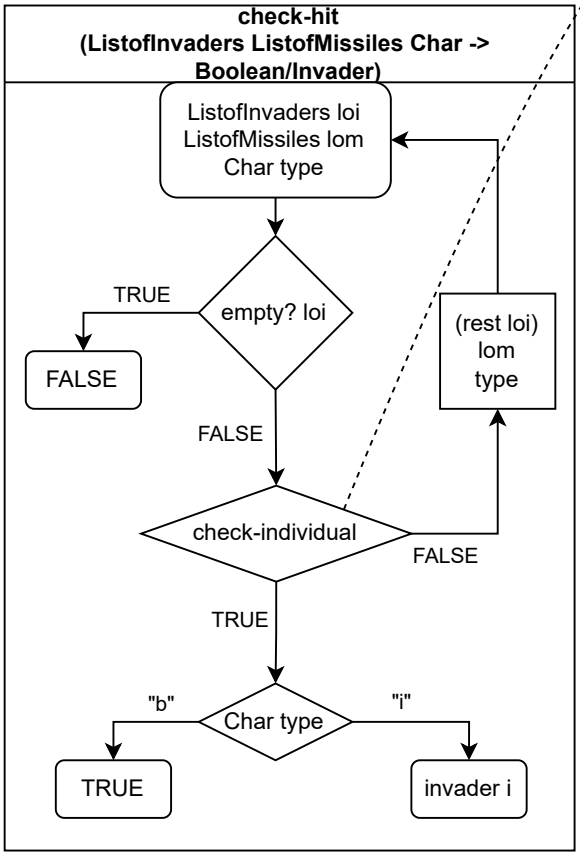
CONDITIONAL CASE 2: pass-height? is true

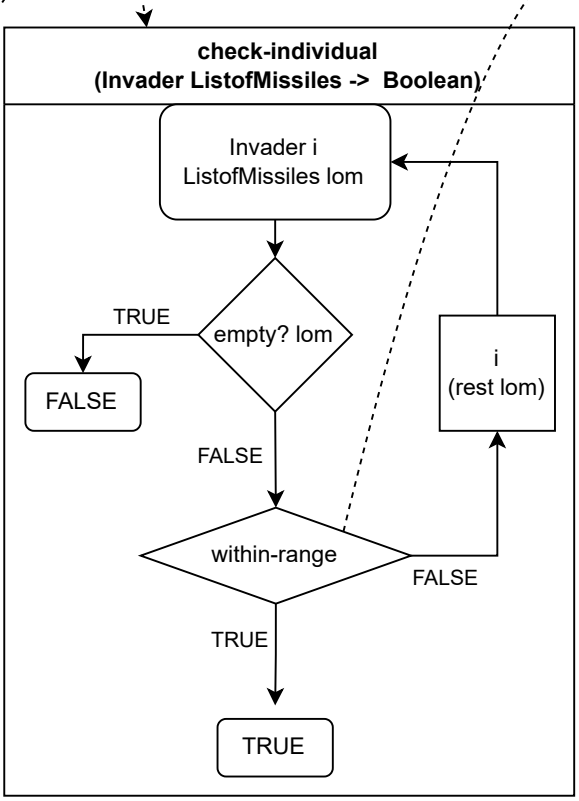


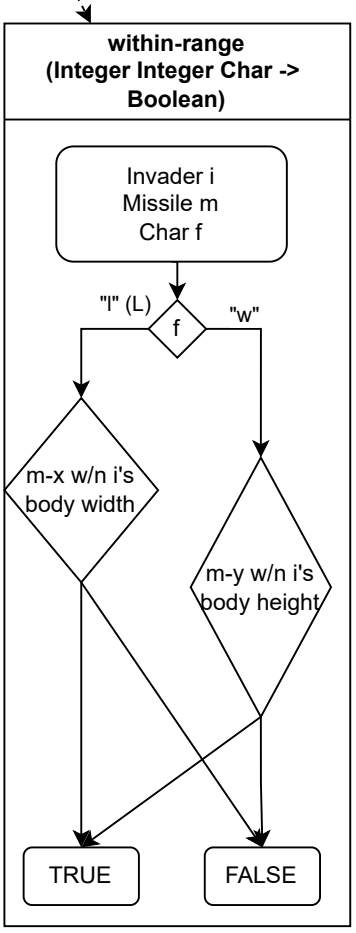


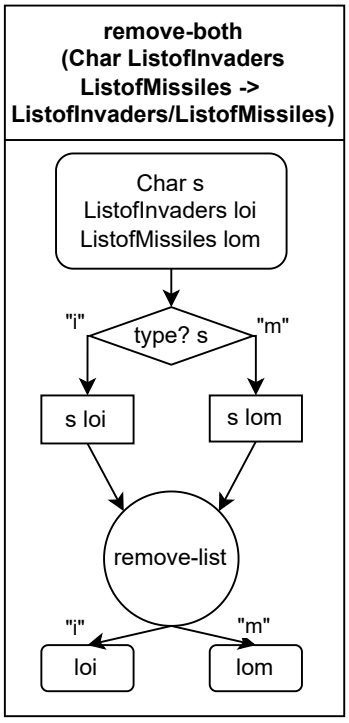


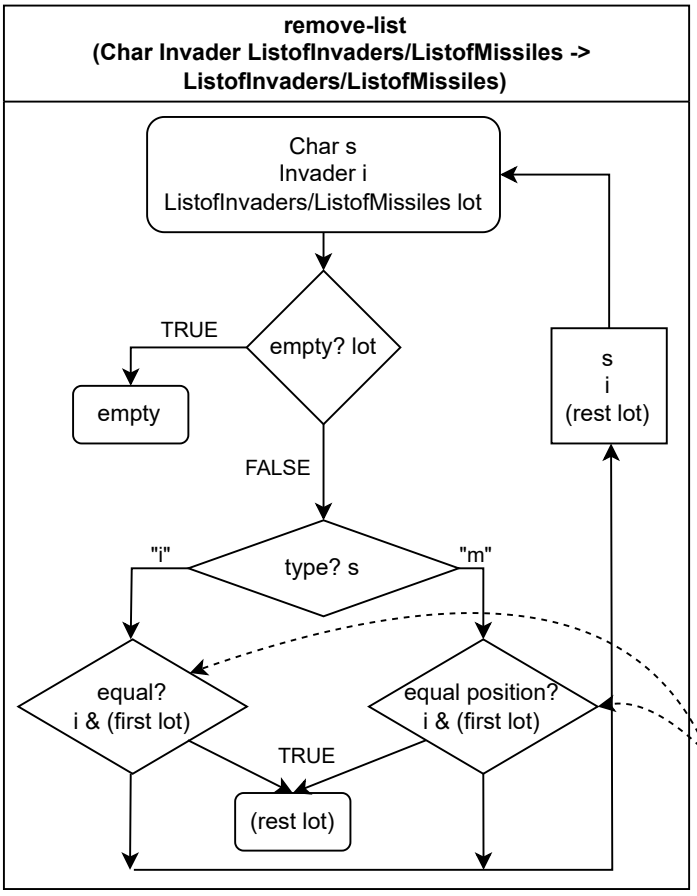
CONDITIONAL CASE 3: check-hit is true

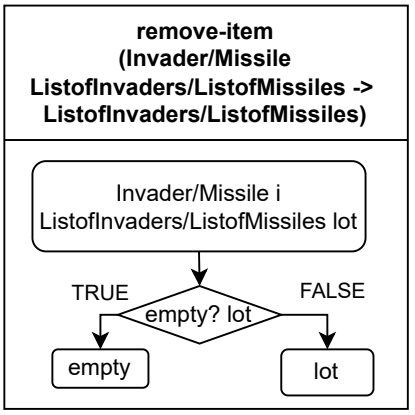










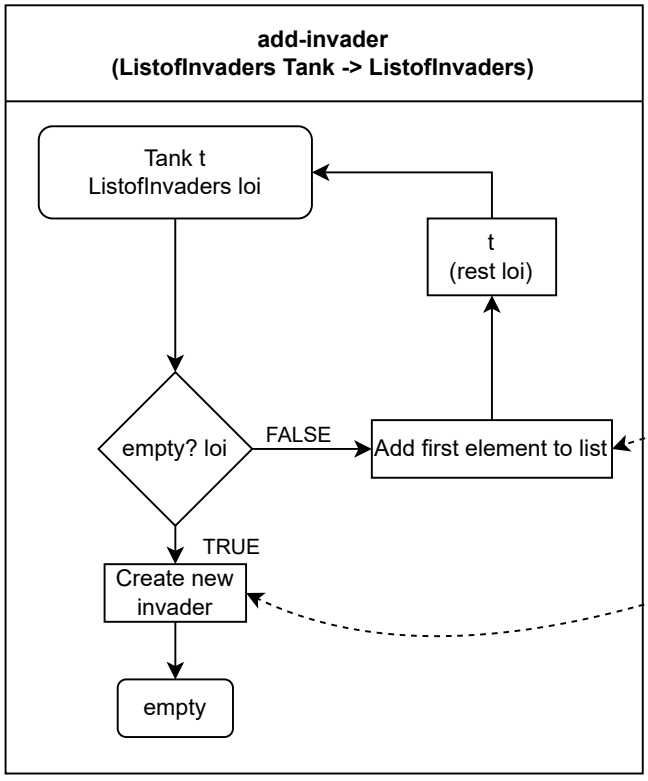


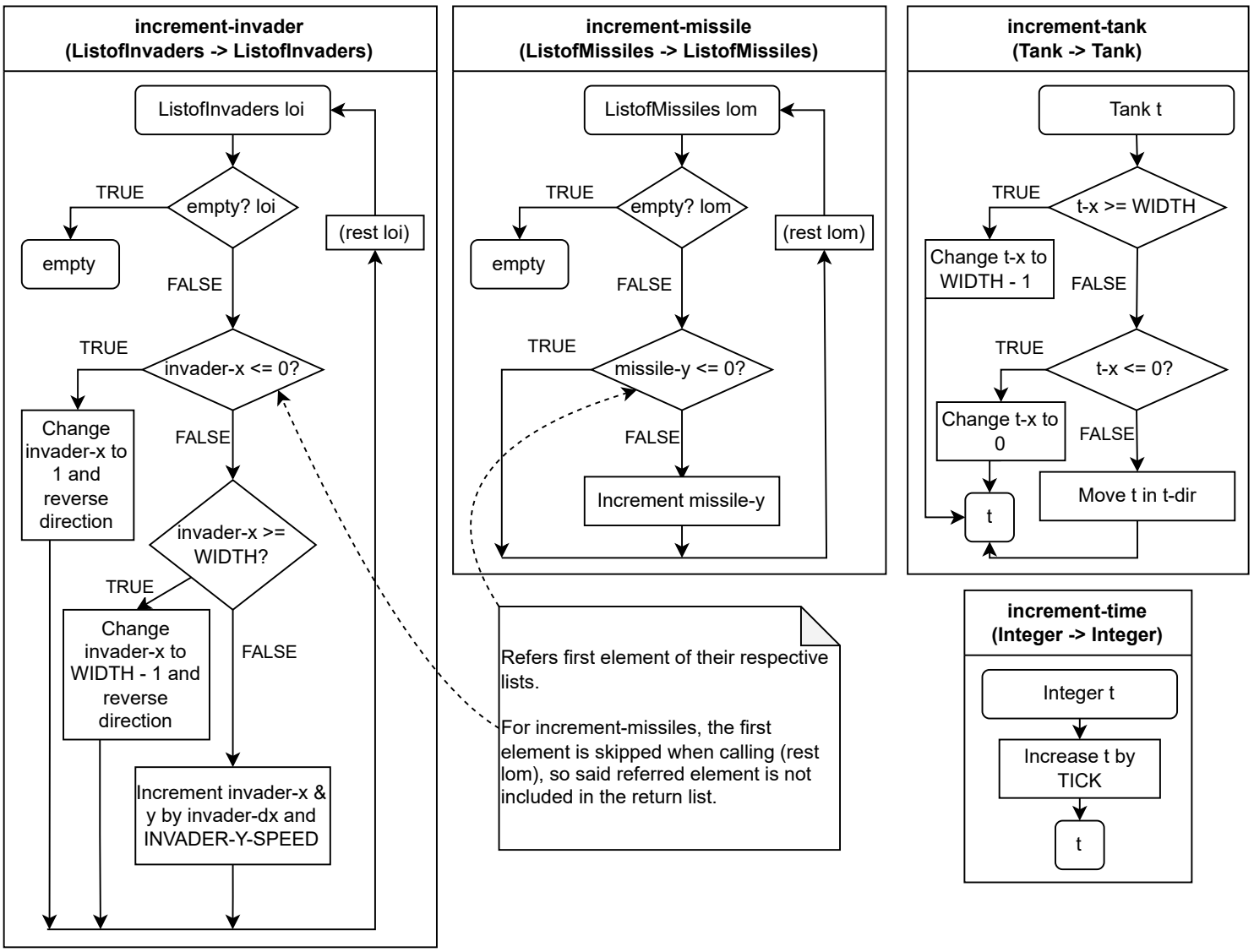
remove-item was created with the intention of further streamlining the remove-list function. Due to time constraints, this function was not further utilized.

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