Design Notes

This system utilises a doubly linked list of squares which poses an action construct. Normal squares are not defined to save space. The source file gameBoard.c contains all of the methods required to manipulate a game board from a supplied text sequence as per the specification (SINGLE space separated values).

The main.c file calls the functionality from the other source files in order to interpret and display the game board correctly.

A additional file linkedListHelper.C holds the functions for manipulating the square type linked list.

The inputRedHandlers file handles the receiving and interpreting of the input to the program into squares for use in the game.

The file is commented with explanations, refer to these for detail.