It is often useful to know who are your friends and who are your enemies. This is particularly important in this assignment. You could seperate the ship data that you receive from the server into friends and enemies.

Firstly you would need to declare some new data and a function, just above the tactics() function, something like this...

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You can repeat the if statement inside the IsaFriend() function to include multiple friends.

Next in the tactics() function after where you have calculated distances you should add code something like this...

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Now you should be able to tell friend from foe. When you calculate the closest ship to fire at you should just do it from your list of enemies.

Look at the code closely. Your ship is in neither list and so your checks should look like (number\_of\_enemies > 0) now and not greater than one.