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CS 121

**Monster Design**

* Function named test\_array
  + Purpose: to test the other functions and structs created periodically
  + Contents: a for loop that outputs a monster struct full of its current values
* Struct named Monsters
  + Purpose: provides empty template for each monster sprites
  + Contents: a 5 x 5, 2 dimensional array of booleans
  + Test cases: use test\_array to check if array altering correctly in main
* Function named fill
  + Purpose: to fill each monster array symmetrically about the middle column
  + Contents: a for loop that fills the array full of all Falses, then changes the Falses to Trues where necessary
  + Test cases: use test\_array to check if array altering correctly in main
* Function named random
  + Purpose: chooses a monster randomly
  + Contents: a seeded random call using time
  + Test cases: run multiple times and output the returned value from the function in main
* Function named display
  + Purpose: outputs a random monster on screen
  + Contents: a seeded random call using time with a modulus

Expected time for creation: 30 minutes