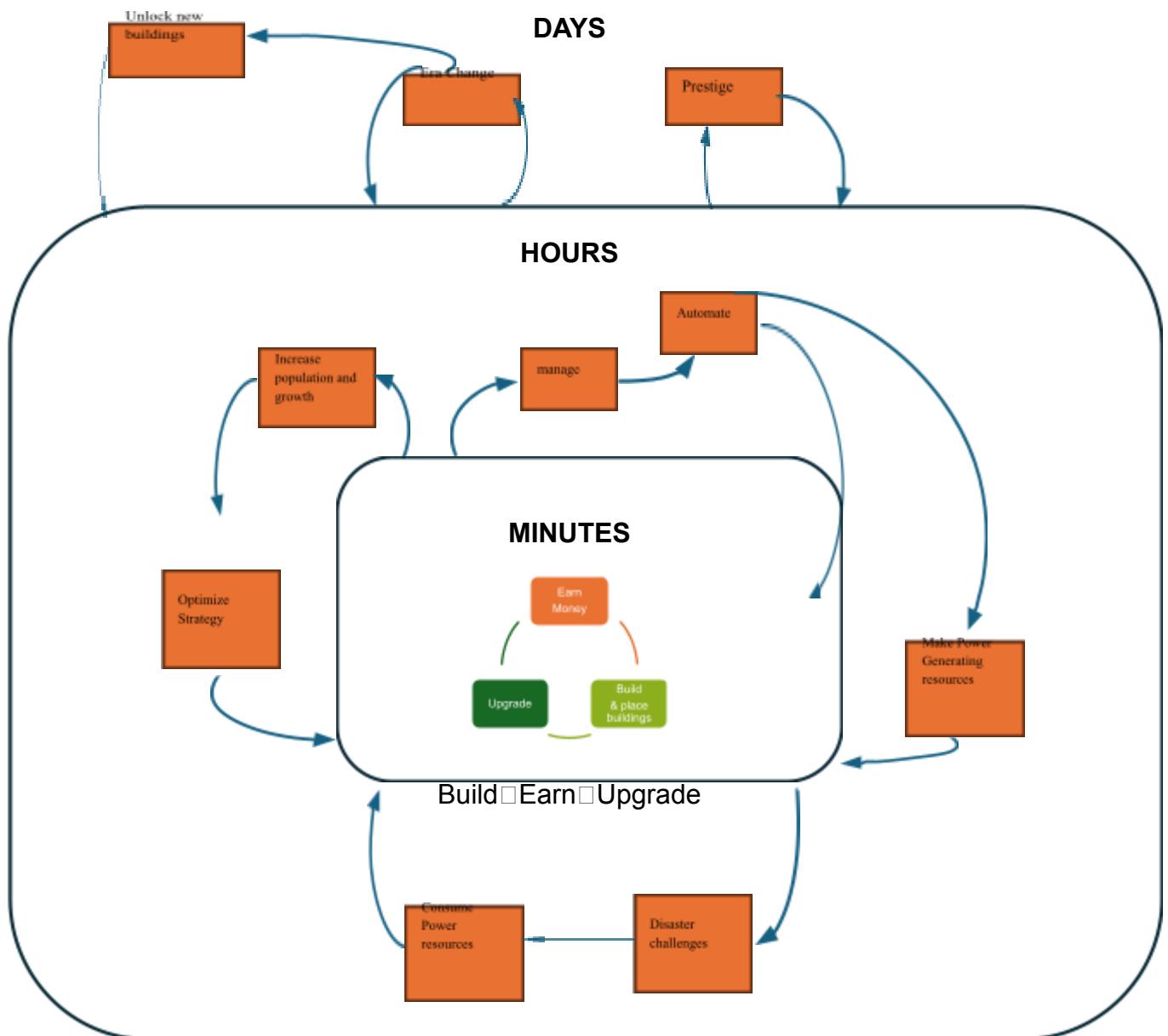


COMPUTER GAMING LAB # 02

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Task # 1



Task # 2

Pseudo Codes

Money generation:

```
FUNCTION GenerateMoney(player)

    income = player.incomePerSecond
    player.money = player.money + income

    PRINT "Money generated: " + income

END FUNCTION
```

Upgrade:

```
FUNCTION UpgradeBuilding(player, building)

    upgradeCost = building.level * 100

    IF player.money < upgradeCost THEN
        PRINT "Not enough money"
        RETURN
    ENDIF

    player.money = player.money - upgradeCost
    building.level = building.level + 1
    building.incomePerSecond = building.incomePerSecond + 10

    PRINT "Building upgraded to level " + building.level
```

```
END FUNCTION
```

Build:

```
FUNCTION BuildStructure(player, structureType)

    buildCost = structureType.cost

    IF player.money < buildCost THEN
        PRINT "Not enough money"
        RETURN
    ENDIF

    player.money = player.money - buildCost

    newBuilding = CREATE Building
    newBuilding.type = structureType
    newBuilding.level = 1
```

```
newBuilding.incomePerSecond = structureType.baseIncome  
  
player.buildings.ADD(newBuilding)  
  
PRINT "Structure built successfully"  
  
END FUNCTION
```