

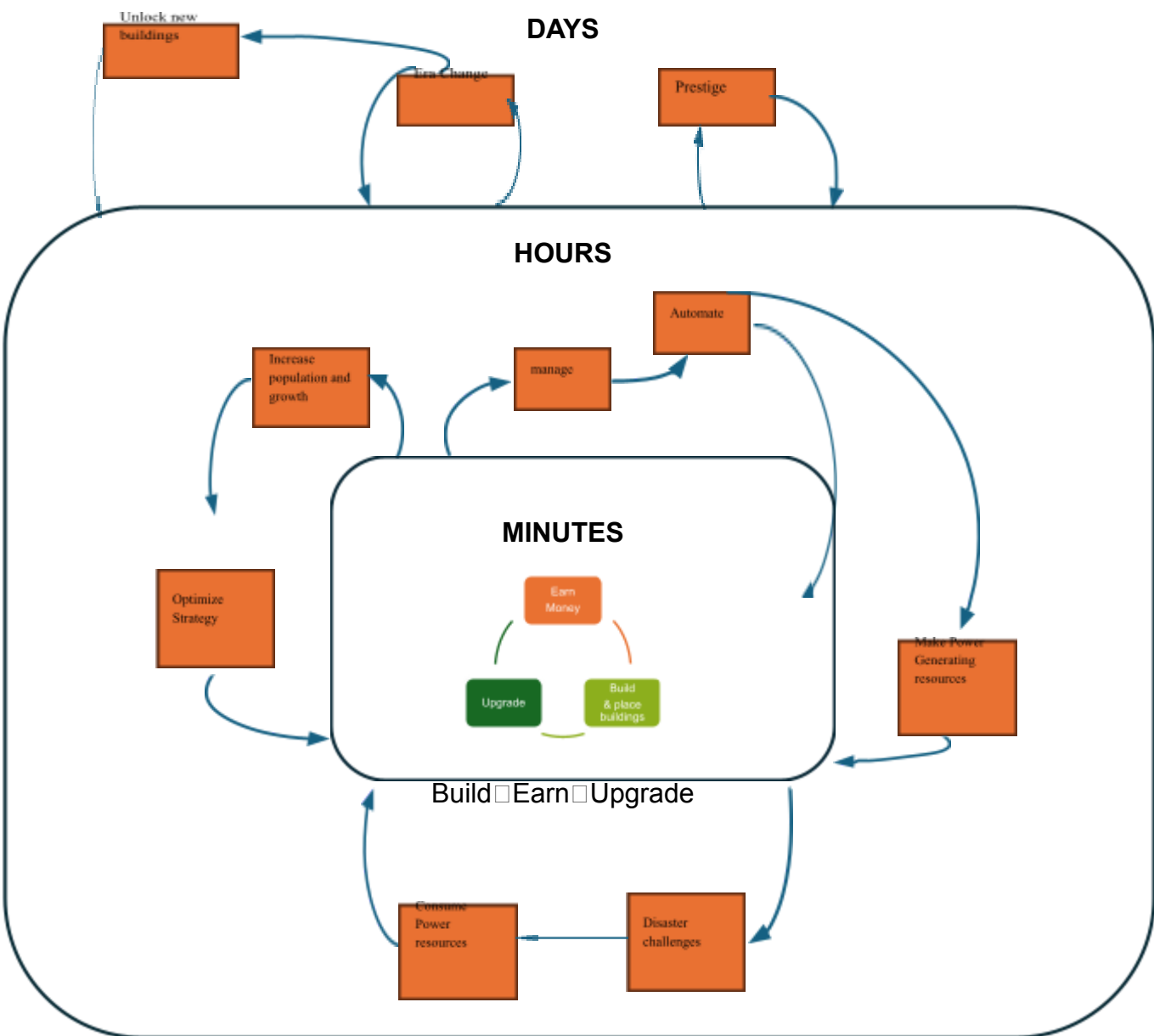
# COMPUTER GAMING LAB # 02

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## Task # 1

DAYS



## 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

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newBuilding.incomePerSecond = structureType.baseIncome
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```
player.buildings.ADD(newBuilding)
```

```
PRINT "Structure built successfully"
```

```
END FUNCTION
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