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Used:

std::list<std::vector<GameObject\*>> level

At each the level, there is 3 team of enemy player need to fight, and This list will store all the information of each enemy team.

std::vector<GameObject\*> team

Enemy teams can have a maximum of 3 of the GameObject, their information is stored in the vector.

std::vector<GameObject\*> PlayerSlot

The actual player pointer that references 3 (or fewer) player objects stored in the heap.

std::vector<GameObject\*> EnemySlot

The actual player pointer that reference 3 (or fewer) enemy object that is stored in the heap.

Search

While selecting a player to attack an enemy, will take the reference of a certain index, to both access the specific enemy and player element in the PlaySlot or EnemySlot vectors.

Add

Used push\_back() at both List and Vector to add a new element behind the last element.

Delete

Used clear() to clean the list for once.

Used iterator to indicate a certain element and remove it with erase().

Use pop\_back() to remove the last element at the vector.