

Initial Input for following Levels Catalysts

InitialGameSetup = width height numberOfBlocks { id
orientation x y length }

width ... width of the matrix

height ... height of the matrix

id ... id of the block

orientation ... "h" (horizontal) or "v" (vertical)

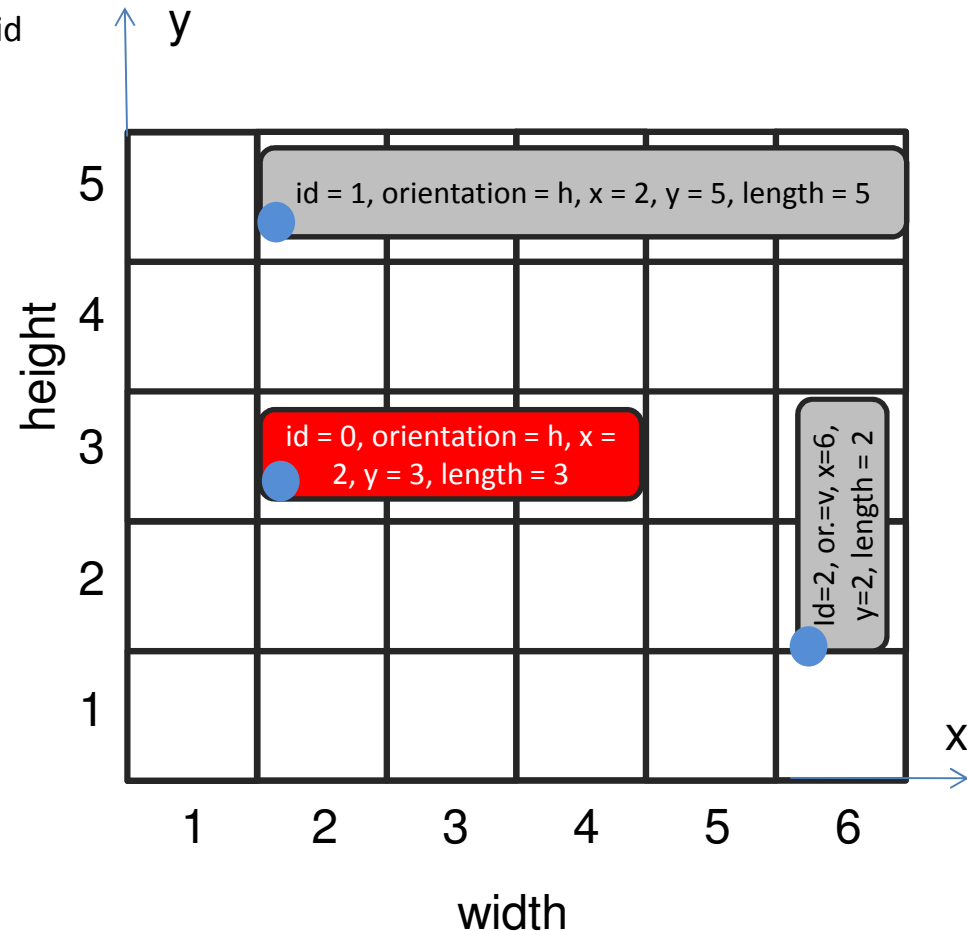
x ... distance to origin – see blue circle

y ... distance to origin – see blue circle

length ... length of the block

The input is always valid, i.e.

- the input corresponds to the definition above
- all blocks are within the width and height of the matrix
- there are no overlapping blocks



Level 2

Question: Does a move of a block cause a crash with another block or the wall?

Input: InitialGameSetup AdditionalInput

Additional input: id steps

steps ... number of moves in the direction of the given orientation

Output: true ... when a move causes a crash
false ... otherwise

Example: InitialGameSetup id steps

Input: 6 5 3 0 h 2 3 3 1 h 2 5 5 2 v 6 2 2 0 2

Output: true

Input: 6 5 3 0 h 2 3 3 1 h 2 5 5 2 v 6 2 2 0 1

Output: false

