// dracula.c

// Implementation of your "Fury of Dracula" Dracula AI

#include <stdlib.h>

#include <stdio.h>

#include "Game.h"

#include "DracView.h"

void decideDraculaMove(DracView gameState)

{

LocationID name=NOWHERE;

int \*numLocations;

LocationID \*whereCanIgo=whereCanIgo(gameState, numLocations, TRUE, TRUE);

if(giveMeTheRound(gameState)==0){

name=STRASBOURG;

}

else if(giveMeTheRound(gameState)==1){

name=NUREMBURG;

}

else if(giveMeTheRound(gameState)==2){

name=MUNICH;

}

else if(giveMeTheRound(gameState)==3){

name=ZAGREB;

}

else if(giveMeTheRound(gameState)==4){

name=SARAJEVO;

}

else if(giveMeTheRound(gameState)==5){

name=SOFIA;

}

else if(giveMeTheRound(gameState)==6){

name=BUCHAREST;

}

else if(giveMeTheRound(gameState)==7){

name=BELGRADE;

}

else if(giveMeTheRound(gameState)==8){

name=SZEGED;

}

else if(giveMeTheRound(gameState)==9){

name=BUDAPEST;

}

else if(giveMeTheRound(gameState)==10){

name=VIENNA;

}

else if(giveMeTheRound(gameState)==11){

name=PRAGUE;

}

else if(giveMeTheRound(gameState)==12){

name=NUREMBURG;

}

else if(giveMeTheRound(gameState)%13==0){

int a=malloc(sizeof(int));

LocationIDS \*a=whereCanIgo(gameState, a, 1, 0);

if(a>0){

name=a[0];

}

else {

LocationIDS \*a=whereCanIgo(gameState, a, 0, 1);

if(a>0){

name=a[0];

}

else{

name=NOWHERE;

}

}

}

else {

int a=malloc(sizeof(int));

whereCanIgo(gameState, a, 1, 1);

if(a>0){

name=whereCanIgo(gameState, a, 1, 1)[0];

}

else{

name=NOWHERE;

}

}

// TODO ...

// Replace the line below by something better

if(name==NOWHERE){

registerBestPlay("TP","");

}

else{

registerBestPlay("IDToAbbrev(name) ","Mwuhahahaha");

}

}