

PlayerInfo.php

- Function player 1() displays player 1 info using 2D array in format ('w',1) (if not zero display)
- Function player 2() displays player 2 info using 2D array

BehindYourScreen.php

- ShrimpArray() uses an array with 'p' in it and if 'p' then show image
- polypTilesArray() uses a 2D array with format 'w',1 (if not zero display)
- larvaCubesArray () uses a 2D array with format 'w',1 (if not zero display)

parrotfish.php

- parrotfish() uses a 2D array with format 'w',1 (if not zero display)

action4Disable.php

- This contains all the actions and displays them accordingly
- If enabled then shows a link, if disable shows regular text

Action2.php

- When action 2 is clicked displayCubes() is called instead of showing all the actions
- If there is atleast one larvaCube and one polypTile then show larvaCube
- If no larvaCube but polypTile do not show
- If larva cube but no polypTile, do not show
- Uses a form and the \$_POST method

placeTiles.php

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- `placeTileTargets()` gets both the type and the number chosen until the number chosen gets to zero
keep calling.
- Also `showTiles()` displays the tiles, and updates the arrays for board 1 and board 2

Action5.php

- Only works after action 4 is clicked
- `moveShrimp ()` looks for a shrimp on either board and makes it a link
- once clicked on a shrimp `placeTargets()` is called and you can click where to move your shrimp