void Turret\_Hit(){

for(int i = 0; i < bullet1.bnum; i++){

if(bullet1.status[i]==0){

if(bullet1.x[i] >= 48 && bullet1.x[i] <= 76 && bullet1.y[i] <= 160 && bullet1.y[i] >= 130&&char2.status==0){

Sound\_Turrethit();

turret2health -= char1.wp;

if(turret2health <= 0){

Sound\_Explosion();

gamestate=1;

}

bullet1.status[i]=1;

}}}

for(int j = 0; j < bullet2.bnum; j++){

if(bullet2.status[j]==0) {

if(bullet2.x[j] >= 48 && bullet2.x[j] <= 76 && bullet2.y[j] <= 30 && bullet2.y[j] >= 0){

Sound\_Turrethit();

turret1health -= char2.wp;

if(turret1health <= 0){

Sound\_Explosion();

gamestate=2;

}

bullet2.status[j]=1;

}

}

}

}

void Rotate1(int direction){

direction=direction/800; //ADC Input

char1.preferred=direction;

if(char1.current<char1.preferred)

direction=1;

else if(char1.current>char1.preferred)

direction=-1;

else direction=0;

if(direction>0) {

char1.current=(char1.current+1)%6;

}else if(direction<0) {

char1.current=(char1.current-1);

if(char1.current<0)

char1.current=5;

}

}