

## Concluding Chapter Project: Battle Plane

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### Inspiration

- Start: 0.1 version
- Make it cooler!
- Seek guidance

### Design

Control Flow:  
loop(getdatainput→dataupdate→imageprintf)

Input: GetAsykeystate

Control: interfaces  
icons.h, interface.h, movement.h, datamalloc.h, miscellany.h

Output: crood, SetConsoleCursorPosition, gotoXY

### What I have learned

by Hao LI

### Problems solved

- Display the game clean and smoothly :  
avoid screen flickering and hide cursor
- The movement control :  
pre-set routine and platooning of planes
- Storage (primary storage and files):  
dynamic memory allocation and game archive

### Lessons to learn

- Design of interface(function)
- Version control
- Communication

To be continued...