```
 1 /*
 2  * bunkers.h
 3  * Taylor Cowley and Andrew Okazaki
 4  */
 5
 6 #ifndef BUNKERS_H_
 7 #define BUNKERS_H_
 8
 9 #include <stdint.h>
10
11
12 // Initializes the bunkers - draws them to the screen
13 void bunkers_init(uint32_t * framePointer);
14
15 // Draws the bunkers to the screen
16 void bunkers_build(uint32_t * framePointer);
17
18 // Hits a random bunker in a random place
19 void bunkers_hit_rand_bunker(uint32_t * framePointer);
20
21 #endif /* BUNKERS_H_ */
22
```