



### Program's function flow (quick brief)

The idea is that the main function calls a function named “CreatePlayersDatabase” which is under PlayersManaging.c . Using this function, we are creating the singly list of the players, create and sort a pointers array to the singly list and eventually we also create a tree of pointers to each cell in the sorted array.

The database is being built by using functions from PlayersTree.c and PlayersListCreation.c , each Player's board is being initialized using the function initializationBoard which is located under BoardCreation.c .

Once the database is ready and all set, we are ready to start the game.  
The game will run until the size of the player's list is >0 . Each round we are scanning the players tree using the function ScanPlayersTreeLDR . This function checks which players still exist, and once it found an existing player, it runs the function OneStage for this specific player's board. The result of OneStage is being checked and the function acts accordingly.

Once the game is over – Winnings players being printed to text file and all the dynamic allocate is being free.