

Practical Test

For this task you will need to download the NOVA source code from the svn:

<https://terminus.mdc.gameloft.org/vc/training/NovaTest>

1. Set the rocket launcher as the default weapon.
2. Add the rocket launcher in the weapon list (graphical interface). There will be 3 weapons in the weapon list. Increase the number of bullets for the rocket launcher to 9.
3. If you still haven't killed the Imp kill it, debug the program and fix the crash.

Creation Task

For this task you will need to download the source code from the svn:

<https://terminus.mdc.gameloft.org/vc/training/CreationTest>

The Barbarian Alina is placed on a tiled board. The configuration of the table is read from a file. Alina is able to move in any direction provided that there is a tile in that position. She has to choose the best path in order to find the right combination of items with which she can destroy Schnappi The Monster (the green crocodile placed on the board). Alina's and Schnappi's properties are read from a file. You have to choose the right combination of items suitable for those properties. Your task is to implement the AI code in order to help The Barbarian Alina destroy Schnappi.

Fight mechanics:

- Alina shoots first
- then Schappi and so on.

The **health** is computed using the following formulas:

$healthAlina = (DamageShanappi + ManaShnappi) / ArmorAlina$

$healthShnappi = (DamageAlina + ManaAlina) / ArmorShnappi$

Items:

Item type	Item proprieties
Red Item	10 health
Green Item	1 armor
Yellow Item	5 damage
Blue Item	3 mana

Before you start coding please read the ReadMe.txt from the svn associated with this task.