Team 20 appendix for our project

To help produce a nice output for our game, we are providing a helpful function that we used to make a good project with an optimum complexity.

Functions we used in building our project:

1-function movreg:

First we detect the next alive region tower according to the cyclic order a-b-c-d-a..

If complete cycle occurs, then all towers are dead and game is loss

The logic of choosing the next alive tower region is making less complexity by using the percentage 4 operators which is better than conditions and make better complexity and less comparisons

Then we INSERT the killed tower alive enemies SORTED in the new tower region according to their time step assuring all conditions mentioned in the game play rules

2-Time of shoot of the enemy is got from something named “ammo” it’s rotating elements according to the reload period of the enemy

3-function statistics: this function sort,pave,attack,removekilled,moveregion for every region in the castle

4-function insert&delete: takes two lists active list and killed list and transfer the enemies of health equal to zero and move it to the killed and delete it from the active list

5-function initialization; this function gives initialize of every needed initialize

6-funcion destroy list: delete all nodes of enemies in a list

7-function destroy enemies: takes array of pointer of enemies and delete every node in it

8-function load file: inputs file of and puts it in the information of the castle

9-function output file: outputs the required data in a file