

Readme- Tower.cpp

OBJECTIVES:

Creates and manages a tower including obtaining targets and firing bullets.

QT FEATURES USED:

QPixmap – Adds graphics by giving an image for the tower.

qmath.h – Provides additional math functions for manipulating movement of the bullet.

QObject – included for making use of slots.

VARIABLES AND MEMBER FUNCTIONS:

get_target() - checks for any ships in tower's range and obtains the target if possible.

fire() - fires a bullet at target

attack_area – a polygon representing the range of tower.

attack_dest - holds position of points towards which bullet is fired.