

Programming II - A6 Finish Game Spring 2019

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In this Robot Versus Aliens game, an assault of aliens are coming to ruin the integrity of robot life. There are two types of each. On the side of the aliens, there is a slow and powerful one and a weak and fast one. On the side of the robots (the player) there is a weak one that doesn't expend that much resource and a strong one that does. The resource is generated one every millisecond. Once enough is compiled, a new robot can be placed in the field (an imaginary five-by-five grid) by selecting a button, then selecting a plot. The left button is for the cheap robot, the right is for the strong one. If any alien reaches the home on the left, the game is lost.