Task Proposal Finalised

Saviour vs Scorcher

Premise

Two buildings

Two players

Both on fire in the same locations

0 = Fire

1 = Water

Players take turns

You can chose to put out a fire with water in your building - 1

Or

You can chose to spread a fire in your opponents building - 0

If you stack two fires on top of each other, the fire will spread upwards to every room directly above.

If you stack two waters on top of each other, the water will spread downwards to every room directly below.

First to save their building or first to set their opponents building ablaze wins!

Visual Representation

Starting building for each player

```
# Player one building array
playerOneBuilding = [[ 1, 0, 0, 0, 1],    # 16. 17. 18. 19. 20.
                     [ 0, 1, 0, 1, 0],    # 11. 12. 13. 14. 15.
                     [ 0, 1, 0, 1, 0],    # 6.  7.  8.  9.  10.
                     [ 0, 0, 1, 0, 0]]    # 1.  2.  3.  4.  5.

# Player two building array
playerTwoBuilding = [[ 1, 0, 0, 0, 1],    # 16. 17. 18. 19. 20.
                     [ 0, 1, 0, 1, 0],    # 11. 12. 13. 14. 15.
                     [ 0, 1, 0, 1, 0],    # 6.  7.  8.  9.  10.
                     [ 0, 0, 1, 0, 0]]    # 1.  2.  3.  4.  5.
```

Example

1. Player 1's turn

   Chooses water - 1 (save their building)

Chooses room 11

```
# Player one building array                                  # Player one building array
playerOneBuilding = [[ 1, 0, 0, 0, 1],   # 16. 17. 18. 19. 20. playerOneBuilding = [[ 1, 0, 0, 0, 1],   # 16. 17. 18
                     [ 0, 1, 0, 1, 0],   # 11. 12. 13. 14. 15.                      [ 1, 1, 0, 1, 0],   # 11. 12. 13
                     [ 0, 1, 0, 1, 0],   # 6.  7.  8.  9.  10.                      [ 1, 1, 0, 1, 0],   # 6.  7.  8
                     [ 0, 0, 1, 0, 0]]   # 1.  2.  3.  4.  5.                       [ 1, 0, 1, 0, 0]]   # 1.  2.  3
```

As the room above is a 1 - water, all rooms directly below have now been saved as the water has spread downwards.

2. Player 2 's turn

   Chooses water - 0 (burn opponent's building)

   Chooses room 7

```
# Player one building array                                  # Player one building array
playerOneBuilding = [[ 1, 0, 0, 0, 1],   # 16. 17. 18. 19. 20. playerOneBuilding = [[ 1, 0, 0, 0, 1],   # 16. 17. 18
                     [ 1, 1, 0, 1, 0],   # 11. 12. 13. 14. 15.                      [ 1, 0, 0, 1, 0],   # 11. 12. 13
                     [ 1, 1, 0, 1, 0],   # 6.  7.  8.  9.  10.                      [ 1, 0, 0, 1, 0],   # 6.  7.  8
                     [ 1, 0, 1, 0, 0]]   # 1.  2.  3.  4.  5.                       [ 1, 0, 1, 0, 0]]   # 1.  2.  3
```

As the room below (2) is a 0 - fire, all rooms directly above are now set on fire as it spread upwards.

3. Player one's go

   Choses fire…

Etc.