



GLOBAL FUNCTIONS

void FindPath(int sx, int sy, int x, int y, int level, string name)  
void AddArray(int x, int y, int wc, int back, string name)

GLOBAL VARIABLES :

vector<target> walk\_queue\_Red;  
  
vector<target> walk\_queue\_Pink;  
  
vector<target> walk\_queue\_Purple;

vector<walk> BFSArray\_Pink;  
  
vector<walk> BFSArray\_Red;  
  
vector<walk> BFSArray\_Purple;