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Made By 40947029S

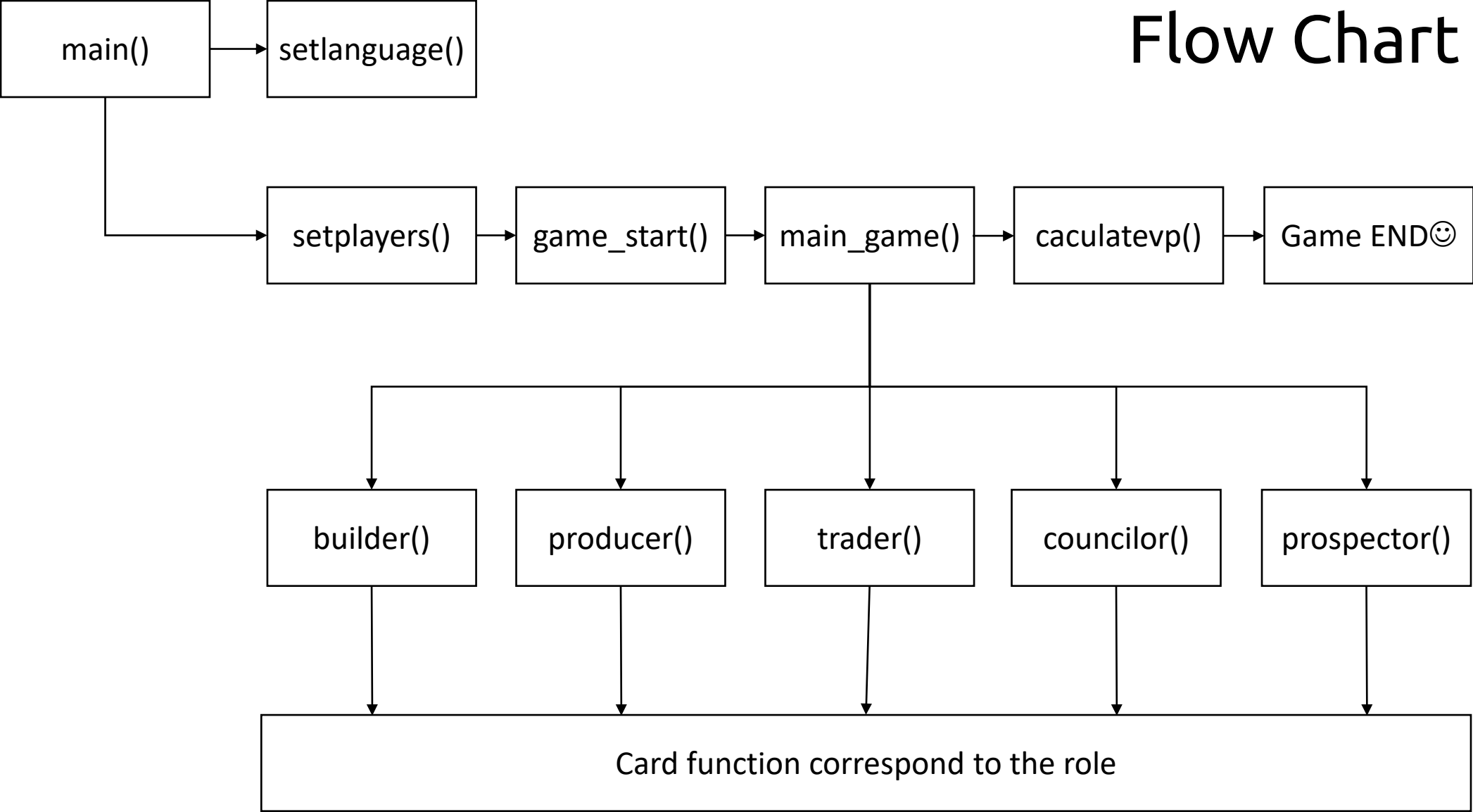
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(1)Start Game (2)Set Language (3)Exit

Table of context

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Flow Chart



Player's Struct

```
typedef struct _player{  
    int builds;  
    int buildings[12];  
    int hasgoods[12];  
    int cards,maxcard;  
    int deck[20];  
    int isbot;  
    int chapelvp;  
}player;
```

builds: amount of buildings

buildings: store currently built buildings

hasgoods: store production building's good

cards: amount of card in hands

maxcard: maximum card limit

deck: player's hand

isbot: to determine if this player is a bot or not

chapelvp: store vp increased by chapel

Useful Functions

`printdeck()`

`printbuilding()`

`checkstat()`

`checkbuilding()`

`cardoverflow()`

`randomcard()`

`rebuilddeck()`