//So when you press enter

if(keyCode == KEYCODE\_RETURN)

{

//Check if you have enough gold

//check if tile is placeable on the tile? maybe not, can go anywhere

//if you do place tile at index

//if you don't do nothing

}

//Place the towers

if(m\_Level != NULL)

{

Game\* game = (Game\*)ScreenManager::getInstance()->getScreenForName(GAME\_SCREEN\_NAME);

//It a tile is selected, the menus arent showing, and the player is at the click spot

if(game->m\_SelectedTileIndex != -1 && game->m\_TowerMenu->isShowing() == false && m\_Level->getTileIndexForPlayer(this) == m\_Level->m\_SelectedTileIndex)

{

TileType types[] = {TileTypeGround, TileTypeLegoBrick, TileTypeBarbieHead, TileTypeToyCar, TileTypeBlanket, TileTypeBearicade};

TileType type = types[m\_Level->m\_SelectedTileIndex];

m\_Level->setTileTypeAtPosition(type, positionX, positionY);

}

}

//I tried this for Handling damage with the Enemy and castle

if(m\_Health > 0)

{

//Get the tile that the castle is on

Tile\* tile = m\_Level->getTileForIndex(95);

//Cycle through the creeps

for(int i = 0; i < m\_Level->getCreeps().size(); i++)

{

//Get the tile the creeps are on

Creep\* creep = m\_Level->getCreeps().at(i);

//If Creeps are active

if(creep != NULL && creep->getIsActive() == true)

{

//Get the tile the enemy is on

Tile\* creepTile = m\_Level->getTileForPlayer(creep);

//Is the projectile on the same tile as the enemy?

if(tile == creepTile)

{

m\_Health--;

}

}

}

}

else

{

//The castles health is 0

//Go to lose screen because you are a loser

ScreenManager::getInstance()->switchScreen(YOU\_LOSE\_SCREEN\_NAME);

}

LOG AND INDEX TEST

/\*else if(keyCode == KEYCODE\_S)

{

togglePaintTileScoring();

}

else if(keyCode == KEYCODE\_I)

{

togglePaintTileIndexes();

}

else if(keyCode == KEYCODE\_D)

{

if(m\_Babysitter != NULL)

{

m\_Babysitter->getPathFinder()->togglePathFindingDelay();

}

}\*/

To ask brad

Why does happen each time enemy touches

Why doesnt player move

How to make lives work and not reset