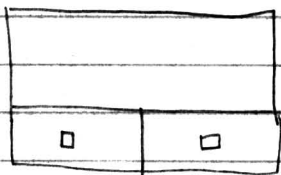


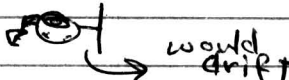
# STAR WARS

to destroy a ship, a part of the ship must be in the sight area of the attacking ships target area.



When a ship is hit, before it is destroyed a Random chance of just partial damage, if not a critical area, determines if the areas hit are just blown away or if the ship is destroyed.

This may even sides

Must correct for damage 

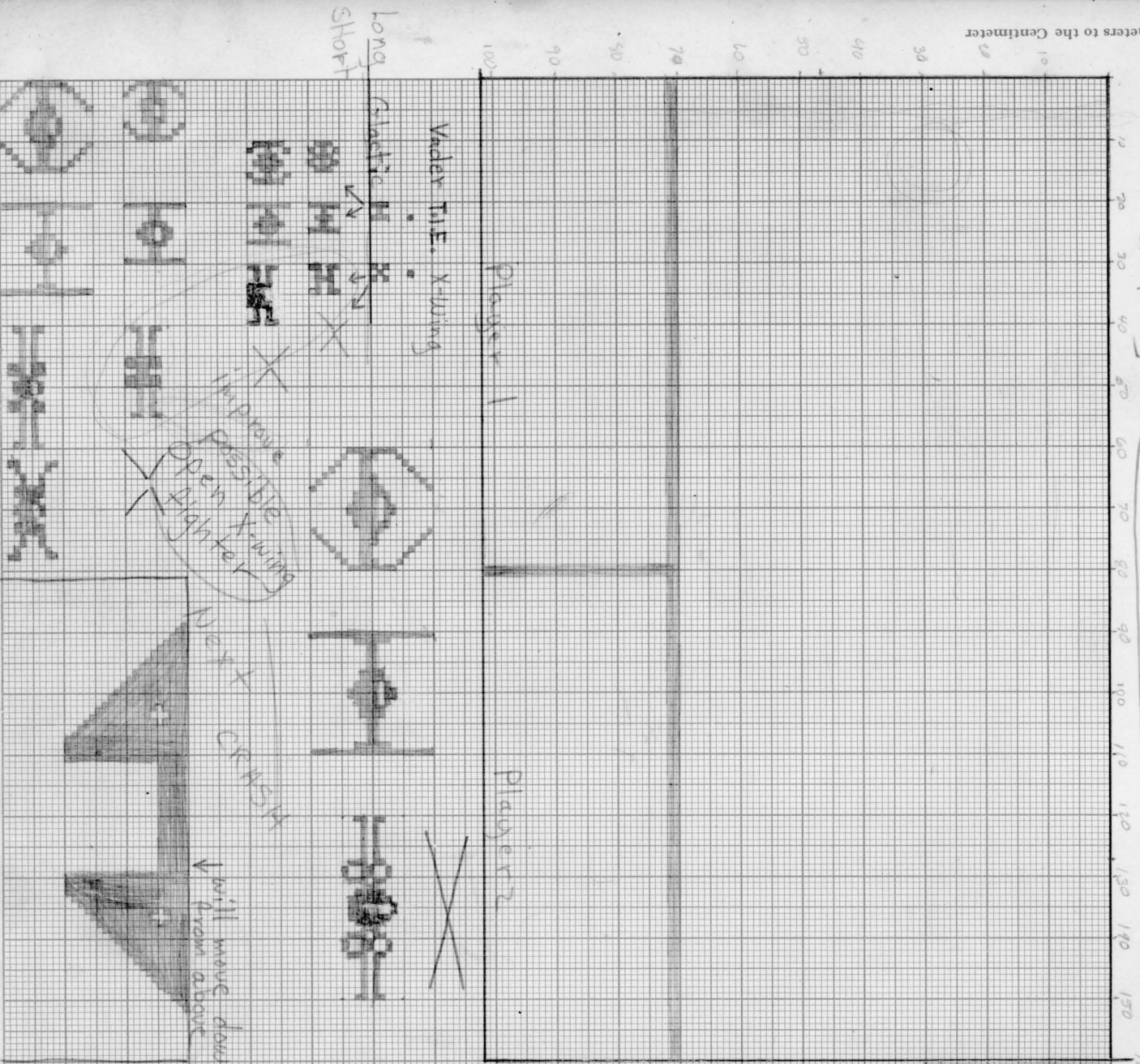
Create damage

When getting too close to an enemy ship the possibility exists that they will occupy the same galactic coordinates, thus both will crash into each other. A subroutine will determine who if any survives and if someone does survive, what damage they sustained.

Since this is a battle between the death star and the Rebel base their will be NO stars between them.

Of course there might be a few asteroids, meltors, space debris, a possible comet, and who knows, maybe the falcon millennium.

death star movable and planet in orbit not limit on amount of ships produced by either side. unless damage stops production



determine size x-y-z according to distance

distances

Shift all graphics to a just for angle of approach

Move and Shift

