
Domínio AquaSplash HDDL

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Operações principais.

- Clicar
- Recalibrar
- Verificar conflito
- Explodir
- Resolver conflito

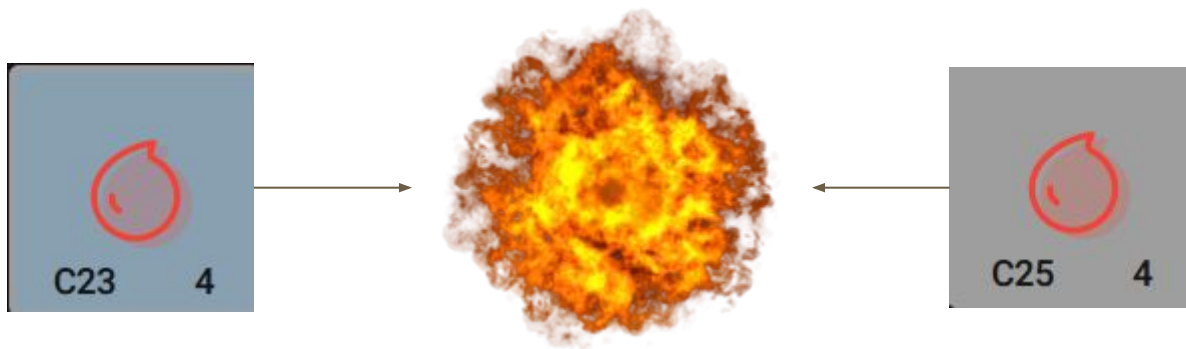
Clicar

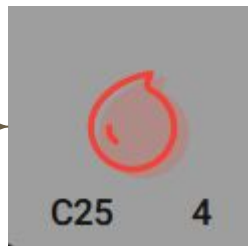
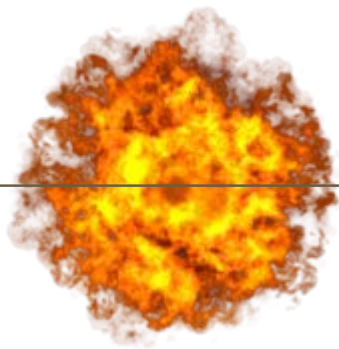
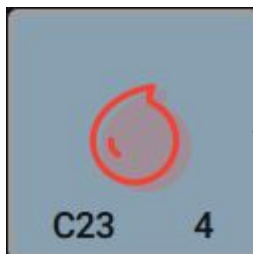
Clicar incrementa o nível da gota.



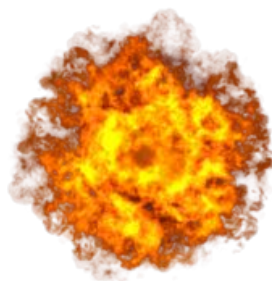
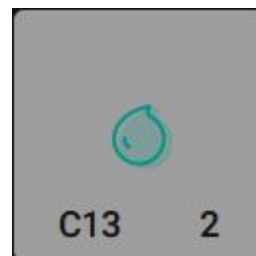
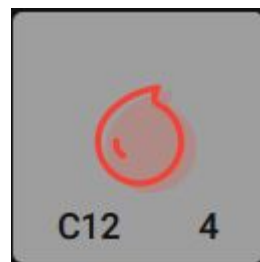
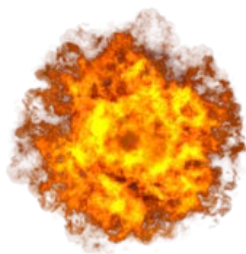
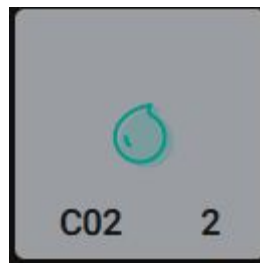
Recalibrar

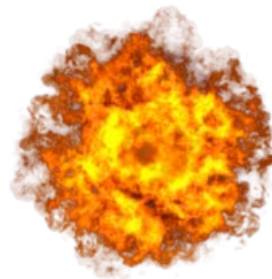
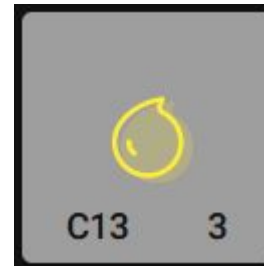
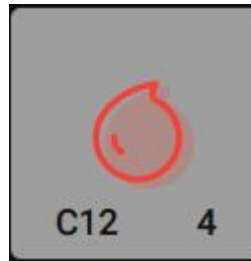
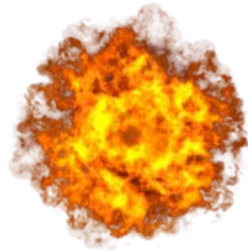
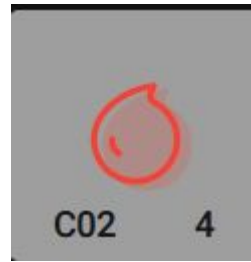
Recalibrar aponta corrige as conexões das gotas diretamente conectadas com uma gota explodindo.

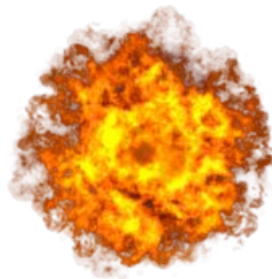
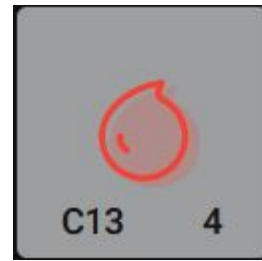
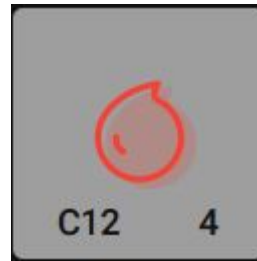
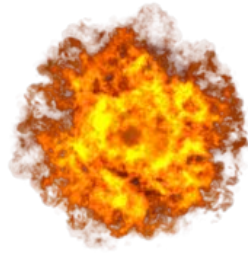
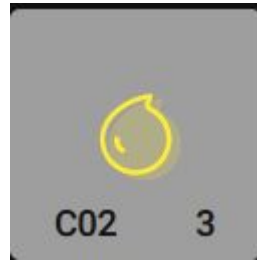




Verificar conflitos







So é possível verificar conflitos após todas as gotas explodindo forem recalibradas e todas as explosões que foram deferidas foram contabilizadas.

Explodir

Após verificar os recalibrar uma gota explodindo e verificar seus conflitos, a gota marcada para explodir com prioridade é então explodida de fato, incrementando as gotas conectadas à ela.

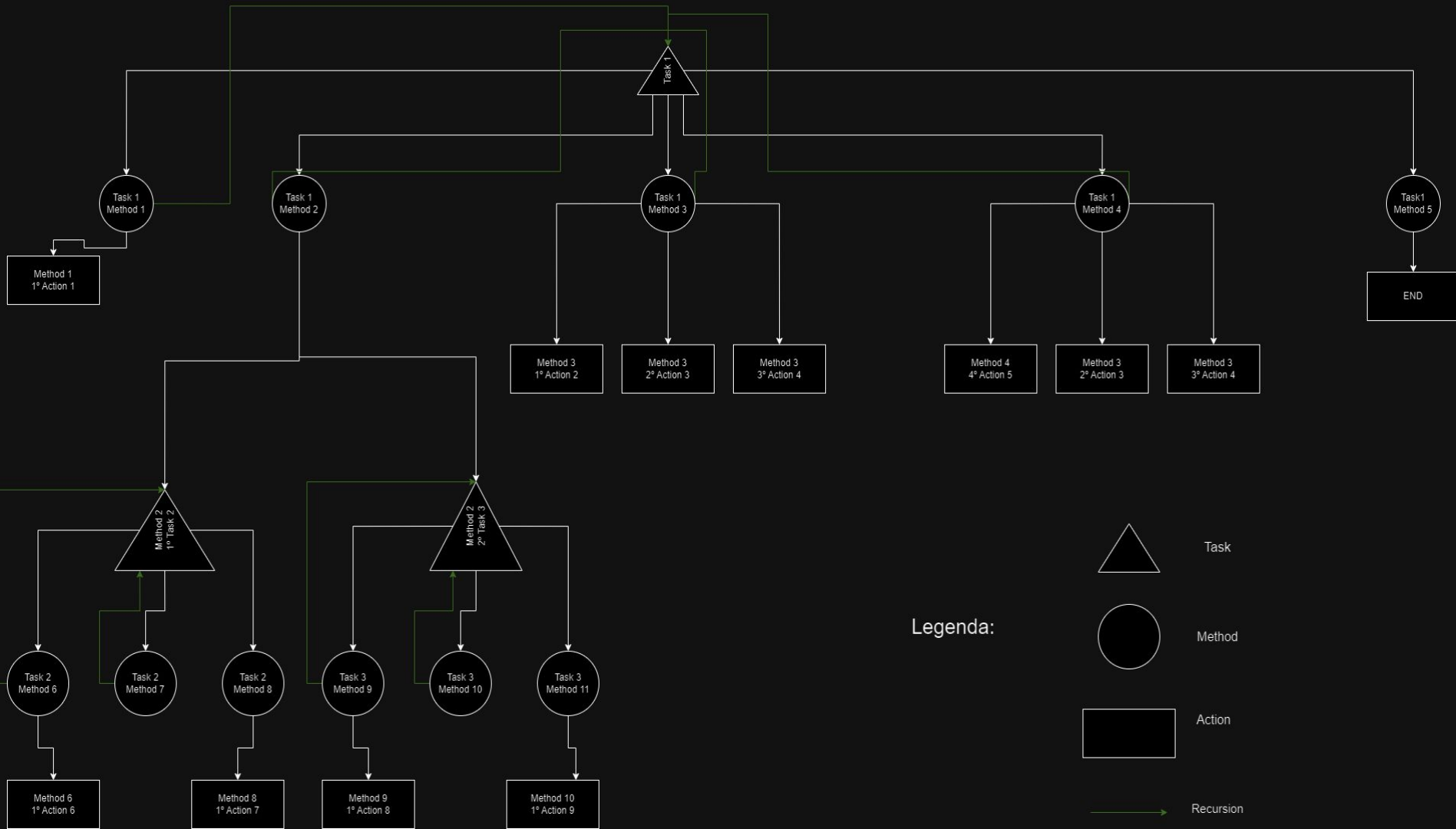
Só podemos contabilizar a explosão de fato após recalibrar e verificar os conflitos de todas as gotas explodindo.

Resolver conflitos

Após verificar os recalibrar uma gota explodindo e verificar seus conflitos, a gota marcada como conflito é então explodida de fato, incrementando as gotas conectadas à ela.

Só podemos contabilizar a explosão de fato após recalibrar todas as gotas após as explosões primárias e ter explodido todas as gotas marcadas para explodir com prioridade.

Ou seja, primeiro explodimos todas as gotas marcadas para explodir com prioridade, depois explodimos todas as gotas deferidas. Após isso podemos recalibrar e verificar os conflitos de todas as outras gotas que chegaram a ponto de explodir e recomeçamos o processo.



Referências

SOUZA, Marcelo. Aquasplash. Drops Game, 2023. Disponível em: [LINK](#)