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Task 1

CSCD 488

23 September 2022

1. A Jenga player wants to learn new strategies and test moves.
2. The program would be targeted toward players attempting to learn Jenga strategies.
3. The reason a player would need a simulator is because Jenga is a game that is both simple in rules and complicated in predicting the elements
4. The Jenga simulator would allow a person to quickly practice without the issue of rebuilding the tower constantly.
5. First, set up the game. Second, allow the player to remove a piece and calculate whether the tower collapses. If not, allow the player to put piece on top and again calculate whether the tower collapses. If the tower has not collapsed, go back to step 2. Once the tower collapses, allow the player to either undo their previous move or return to the beginning.
6. The simulator would be a standalone program.
7. The program would require a GUI to allow the player to examine and manipulate the tower. It would also require a process to calculate the physics of the tower.
8. No special hardware is required.
9. Other online Jenga games only go one way and have no undo function, so they are hard to reset. As a result, this program is more efficient for learning small adjustments.