

Documentation

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Golddigger documentation

This is an instruction manual on how to play the Golddigger game.

The goal of the game is to gather as much gold as possible within the given time frame. The game will end at 20.30.

This game is running on an HTTP-server. For the examples in this documentation the server resides at `http://localhost:8066/golddigger`. The correct url (e.g. IP address of the server) was provided to you when the game started.

The part of the path that says **veryVerySecret** must be replaced by the password given to you by the game administrator.

Your player can be controlled by sending specific actions or state requests to the web server. Actions makes your player interact with the environment, and state requests asks for the current state of you player.

The server always return HTTP response code 400, unless it utterly fails. That is, the responses below always represents the *content* of the response, and never any HTTP status.

A game

View your nearest surroundings

To view your nearest surroundings, issue the following command to the server:

```
http://localhost:8066/golddigger/digger/veryVerySecret/view
```

The response text looks like this:

```
www
wb.
w.1
```

This represents the 3-by-3 square surrounding the player, where the player stands on the center position, the **b** in this case.

The **w** represents *walls*. Walls limits the area in which the player can move and they cannot be treaded. The outside of the field is surrounded by walls, but walls can also be present inside the field, where they are equally untreadable.

Numbers represents squares where there is **GOLD!** More about that later.

Make a move

The player can move in four directions:

direction	url	response
south	<code>http://localhost:8066/golddigger/digger/veryVerySecret/move/south</code>	OK

With the new view :

```
wb .  
w . 1  
w . 9
```

direction	url	response
east	http://localhost:8066/golddigger/digger/veryVerySecret/move/east	OK

With the new view :

```
b . w  
. 1 w  
. 9 w
```

direction	url	response
north	http://localhost:8066/golddigger/digger/veryVerySecret/move/north	OK

With the new view :

```
www  
b . w  
. 1 w
```

direction	url	response
w est	http://localhost:8066/golddigger/digger/veryVerySecret/move/w est	OK

With the new view :

```
www  
wb .  
w . 1
```

If the move cannot be performed, like for instance you are positioned like this:

```
www  
wb .  
w . 1
```

...moving north will not be possible and the response will be

direction	url	response
north	http://localhost:8066/golddigger/digger/veryVerySecret/move/north	FAILED

The view is unchanged

Grab the gold

To grab the gold on the spot you stand, issue the *grab* command. This is the view before *grab* where we have centered the player above a square with a number indicating gold:

```
b . w  
. 1 w  
. 9 w
```

...this is the grab command:

action	url	response
grab	http://localhost:8066/golddigger/digger/veryVerySecret/grab	1

The response indicates that one piece of gold was grabbed. The view after looks like this:

```
b . w
```

```
. . w
. 9w
```

The GoldDigger is greedy and will always try to grab as much as possible, but he cannot carry more than 3 pieces of gold at a single time. Here he is on a square with nine pieces, carrying one piece already:

```
. . w
. 9w
www
```

When grabbing the gold on that spot, the response is

action response

grab 2

...and the view looks like this

```
. . w
. 7w
www
```

Check how much you are carrying

Now that you have started picking up gold, you might want to see how much you are carrying.

action	url	response
carrying	http://localhost:8066/golddigger/digger/veryVerySecret/carrying	3

Drop carried gold

You cannot carry more than 3 pieces of gold at a time. When you have found and grabbed three pieces, you must drop the gold somewhere. This is the view before:

```
w . .
w . 7
www
```

action	url	response
drop	http://localhost:8066/golddigger/digger/veryVerySecret/drop	3

The response will tell you how many pieces you dropped. This is the view after:

```
w . .
w37
www
```

Maximum number of pieces on one square

A square can hold *nine* pieces of gold, so you can drop up to that amount on one square. If you carry more than the square can absorb, you keep the difference

```
w . .
w37
www
```

action response

grab 3

carrying 3

move east OK

Then lets drop the gold there

action	response
drop	2

The field looks like this:

. . w . 9w www

...and you are still carrying

action	response
carrying	1

Cash the gold in the bank

To cash the gold, you need to go to a square with a **b** on it and drop w hat you are carrying there. The gold w ill then be credited to your account.

www wb . w . .

action	url	response
drop	http://localhost:8066/golddigger/digger/veryVerySecret/drop	3

Check how much you have in the bank

When you have cashed your gold, you can check your balance score like this

action	url	response
score	http://localhost:8066/golddigger/digger/veryVerySecret/score	3

Move to the next field

When you have cashed all the gold in one field you are allow ed to move to the next. If you try to move to the next field *before* you have picked all gold pieces in the current field you w ill get a message like this

action	url	response
next	http://localhost:8066/golddigger/digger/veryVerySecret/next	FAILED

...and you will remain in the current field until you have picked them all.

After having picked all gold pieces you w ill get this response:

action	url	response
next	http://localhost:8066/golddigger/digger/veryVerySecret/next	OK

...and you will be moved to the next field.

The first couple of gold fields

Just to get you started and to give you an idea of w hat the fields look like, w e reveal the first couple of fields:

www wbw w . w w . w w . w w . w
--

w3w w3w w3w www
wwwwwwwwwwwwwwwwww wb.....999w wwwwwwwwwwwwwwwwww
wwwwwwwwww wbwwwwwwww w.wwwwwwww w1...96w wwwwwwwwww
wwwwwwwwww wb.....w wwwwwwww.w wwwwww9w wwwwww6w wwwwwwwwww
www wb1w w..w w..w w9..w www

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