

BoardGame2D Base Class

Derived Classes:

PegSolitaire:

Input format is Column Row – Direction (For example B4-R)

U-Up, D-Down, L-Left, R-Right

Score function returns number of pegs in the board.

Lower score is better.

1 is the best score.

In AutoPlayAll mode it plays slowly without knowing the reason.

EightPuzzle:

Input format is coordinates

Correct format: “a-b” (a and b is an integer number between 0-2)

a is the row and b is the column. There must be “-” between two numbers.

For example : (2-1)

Score function returns 0 if the game is over, returns 1 if not.

Klotski:

Correct input format: “blockNumber-Direction”

There must be “-” between two numbers.

U-Up, D-Down, L-Left, R-Right

For example: 5-D

Moves the block 5 to down if it is possible.

Score function returns 0 if the game is over, returns 1 if not.

In AutoPlayAll mode it plays slowly without knowing the reason