

ALGOS_1

FILLER

What is filler:

- Filler is a game where 2 players place pieces on a board. The person who gets to place the most pieces on the board, wins.

How to run players in VM to see how the game works:

- `./filler vm -p1 players/'pick one' .filler -p2 players/'pick one' .filler -v -f maps/map00` (or any other map)
- Once you have a player ready, replace one of the players above with your player

Important to note on input:

- Player 1 and player 2 are given in the very first round and ONLY the very first round - thus, store x / o into variable as 'your piece' based on this info
- Plateau 14 30 (*nrs are an example*) is given every round. This is the size of the board. -store this info to use as read/search parameter
- Piece 3 6 (*nrs are an example*) is given every round. This is size of piece and CHANGES. - store this every time and use as parameter
- Repeat...

Your output:

- x y coordinate of where to place the piece.

First steps:

- Read map size from input and store it.
- Read map from input and store it.
- Read piece size from input and store it.
- Read piece from input and store it.
- Place a piece on the map by returning `y x` coordinate

Next steps:

- Once you have the above done, you need to start working on the algorithm and can start asking for help...
- Look in ASK ME ([link here](#)) to see who to ask from the cohort before you.

Notes:

- Use GNL to read info from input.
- Save info into struct or lists (your choice)
- Use the size given at 'Plateau' to allocate memory to your 'strings' read and saved
- The top left corner of the piece given is used as point to place piece on your coordinate.
- The `...` can be placed 'outside' of the board, but NOT the `*`s