Task 3

Introduce a new type of terrain `Mountain` and a new piece `Mountain Digger Serf (MDS)` to your game. For Player One, this new piece is displayed using 'M' and for Player 2 it is displayed using 'm'. The new terrain appears as '^' on the grid.

In the default game, make the mountain terrain appear on tile index 7 and 16.

Each player must be able to upgrade their `Serf` piece into `Mountain Digger Serf` using the upgrade command (For eg, `upgrade mds 7`, where 7 is the tile index)

Piece	Movement	Other Commands	Victory Points
`Mountain Digger Serf (MDS)`	Can move if it is currently in a field, forest or peatbog tile. This movement causes two fuel Cannot move if in a mountain tile	If given the dig command when in a mountain tile, the player's fuel supply increase by either one or three. The amount added depends on the result of a random number generation If the fuel is increased by three, the terrain changes from mountain to peat bog.	Worth two victory points for the opponent if destroyed

Task 4

This question refers to the **PlayGame** subroutine in the main program.

The commands input by the player are already converted to lower case, which makes them case-insensitive. However, sometimes a player may additionally or accidentally type a space at the beginning or end of their command – currently this often causes an invalid command. Change the same line of code that converts them to lower case to also remove any leading or trailing spaces; feel free to use your own subroutine for this, or a built-in subroutine.

Test that the change you have made works:

a) Choose menu option 1 to run the default game and then enter the following commands (they are in quotes as the spaces are important to type):

- "move 8 16 "
- "move 8 16"
- " upgrade pbds 16 "

b) Show a screen copy of entering the commands and the response from the computer up to the point at which it prints out the Player One current state line.

Task 5

This question refers to the `SetUpDefaultGame` subroutine in the main program.

At the moment, the game sets the default names of the players to 'Player One' and 'Player Two' in the `SetUpDefaultGame` subroutine. Change this subroutine to prompt for the two names of the players and then use the values entered to construct the players.

Test that the changes you have made work:

a) Choose menu option 1 to run the default game and then enter "Tom" as the name for Player One and 'Vicky' as the name for Player Two.

b) Show a screen copy of entering the commands and the responses from the computer up to and including the prompt for the first player to enter their commands.