

COMP1140 Assignment 2

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Checking state

- Given a patch string, determine if it is valid
- Check if patch is in bounds
- Check who's turn it is
- Check if patch overlaps any other patches on board
- Check if player can afford patch

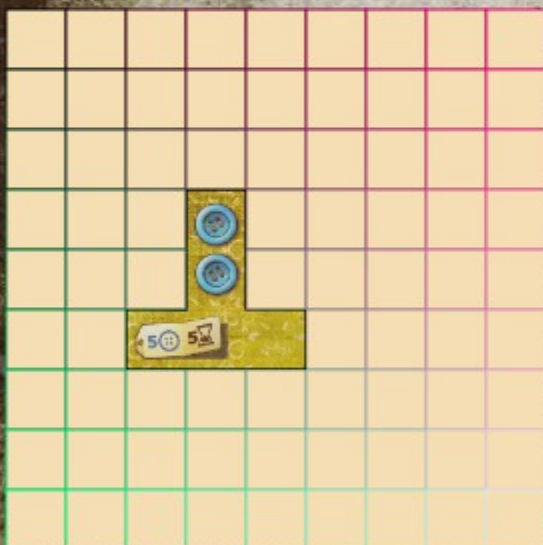
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Player 1's Turn

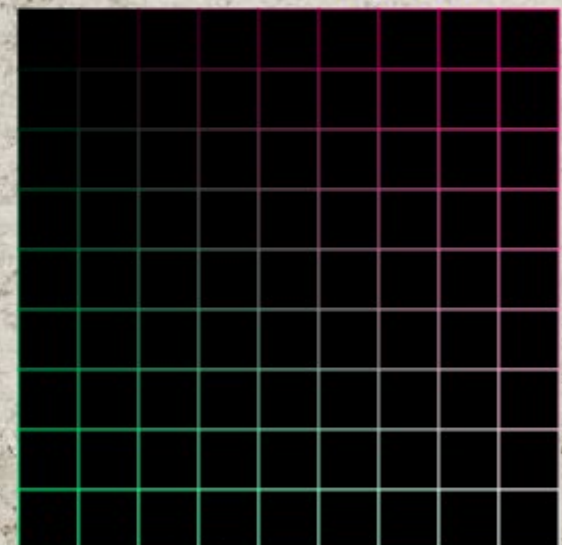
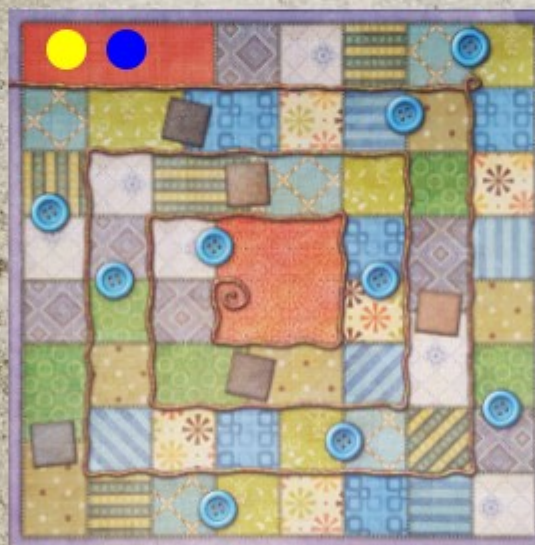
[End Turn](#)[Advance](#)

Player 1: Yellow

Player 2: Blue



5 buttons



5 buttons



Special Events

- “h Patch” Event
- Decide which player the event applies to
- Make sure h patch gets placed instead of other patches
- Button Event

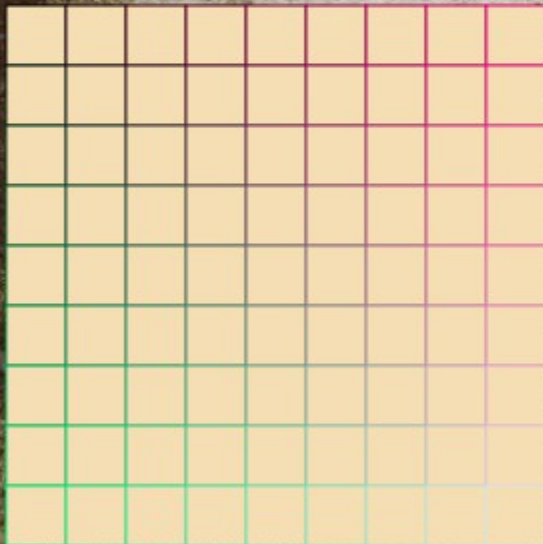
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Player 1's turn

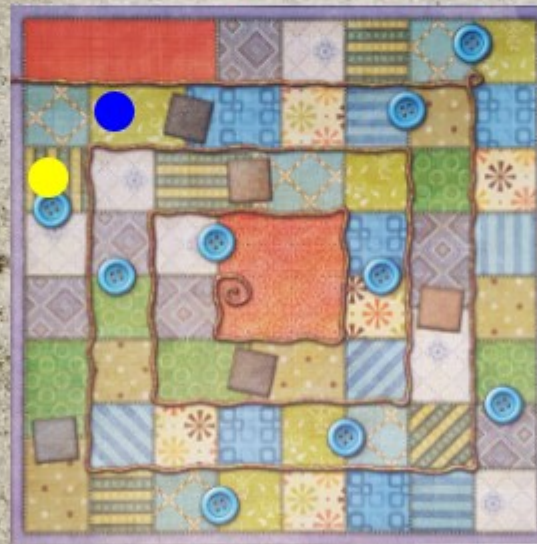
[End Turn](#)[Advance](#)

Player 1: Yellow

Player 2 (AI): Blue



28 buttons



11 buttons



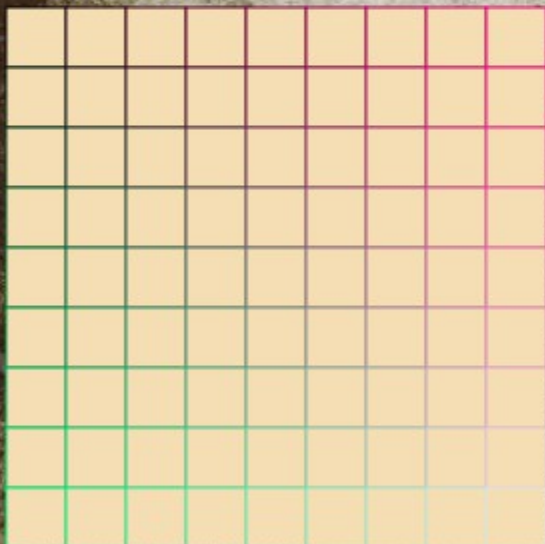
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Player 1's turn

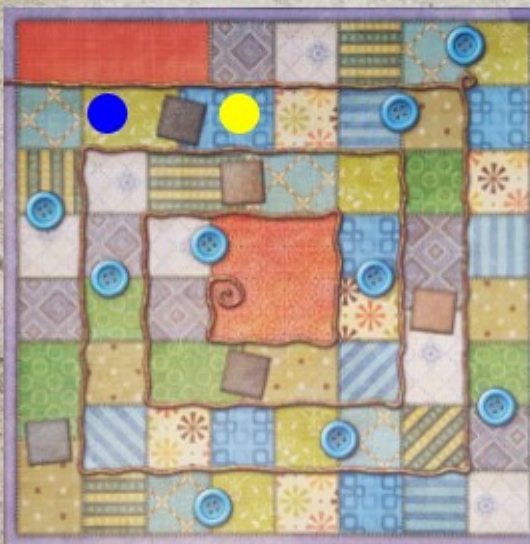
[End Turn](#)[Advance](#)

Player 1: Yellow

Player 2 (AI): Blue



31 buttons



11 buttons



GUI

- Start menu
- Show main game
- Update game based on user input
- Including AI
- Show scores and winner upon end game

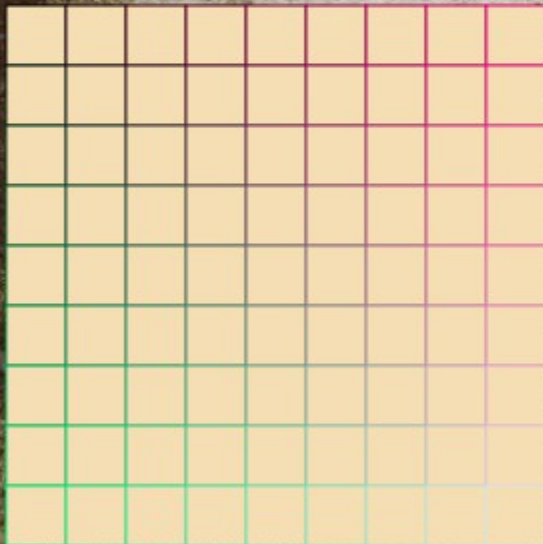
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Player 1's Turn

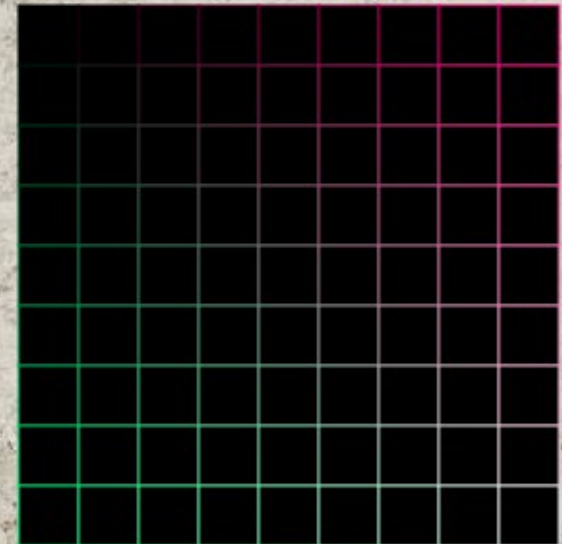
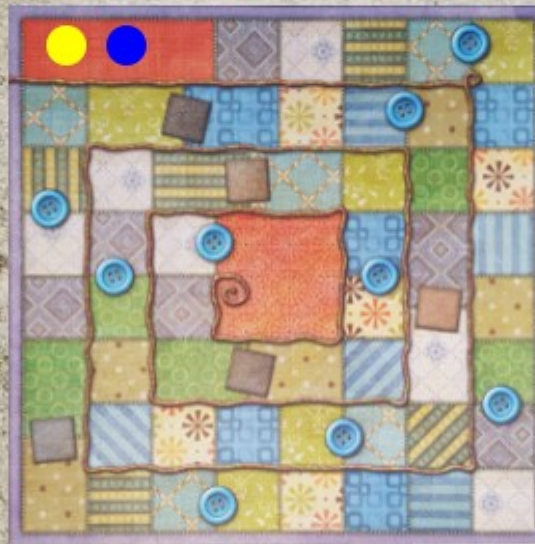
[End Turn](#)[Advance](#)

Player 1: Yellow

Player 2 (AI): Blue

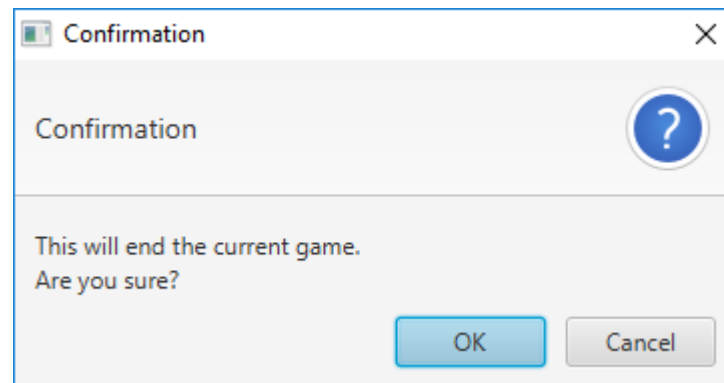


5 buttons



5 buttons





PATCHWORK

- ☐ Play with AI (1P)
- ☒ Human to human (2P)

Start Game

- Randomly Generated sequence
- Brute Force AI
- Improvised smarter AI
- Monte Carlo Tree Search

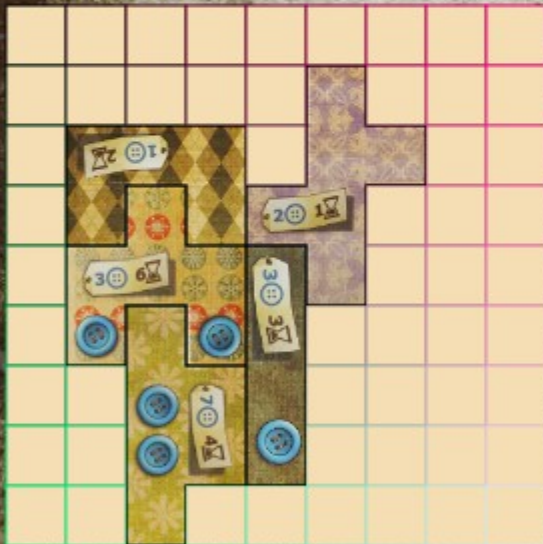
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Player 1's turn

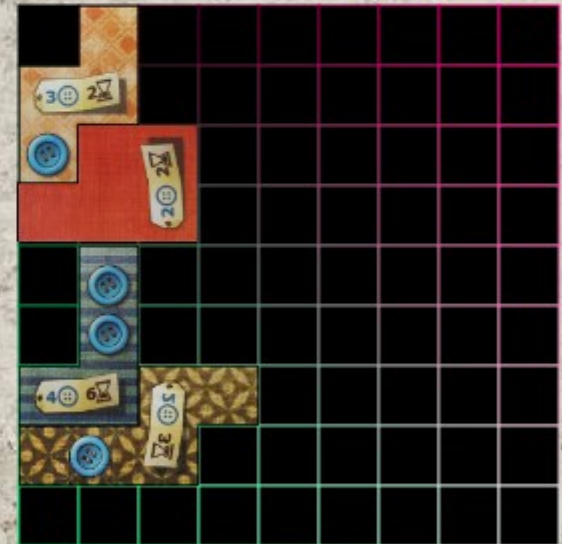
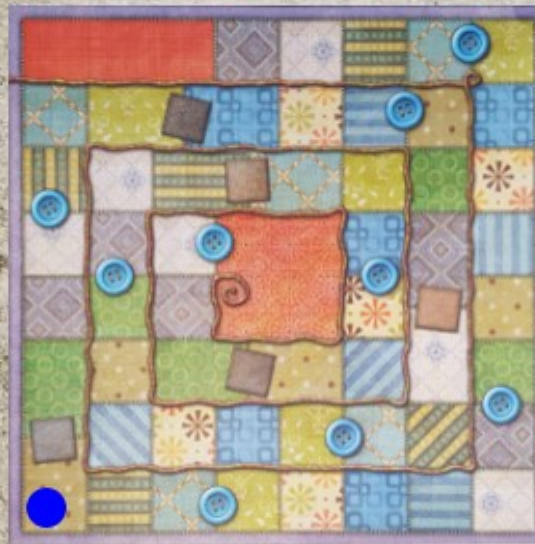
[End Turn](#)[Advance](#)

Player 1: Yellow

Player 2 (AI): Blue



3 buttons



8 buttons



