User Manual. Canoga C++ Devinder Sodhi

# What it is

Canoga is a two player game, where you will play against the computer to either cover all of its "squares" or all of your own.

The game is played in tournament fashion to multiple rounds of the game can be played and tracked. Score is accumulated at the end and winner has higher score.

# Persistence

You can save the game after the first turn is played by each player. You can name it any valid file as long as you append the filename with a .txt and try not to break system files.

You can load a previously known gamestate if you know the file name at the opening screen of the game.

# Playing a Round:

Each player will toss 2 dice and the winner is the higher number. That person gets first play. You go turn by turn to toss die and either "cover" all your squares or "uncover" all the opponents. Your turn continues until you have no more valid moves.

During a round you may ask the computer for suggestions on the next move. The Computer attempts to maximize score. Note, you will only be able to make moves that make sense. Valid moves are those moves that involve using ALL the tiles that add up to your dice roll and are available on the board.

Ie: if the opponent has 1,2,3,4 and 8 covered. and you roll a 10, you will be able to cover 1-2-3-4 or 2-8 on their side. You could also cover any such subset of 10 on your own board if they are available

At the end of each round, a handicap is determined by the game to start off the next round. This helps unload some advantage of first player.

# Game Over

Game is over when either player has either covered all their own squares or uncovered all the opponents. A score is determined at the end of each round given how you won and appended to your tournament score until you choose to stop playing. If you win by covering your own squares, your score is the sum of opponent's uncovered. Else if you win by uncovering, the winner's score is the sum of your own covered squares.