Assignment 2 2025

Submission deadline: 11:59pm, Monday 19 May 2025.
Value: 20% of CITS4407.
To be done individually.
Version: 1.0
Date: 13 April 2025
No AI tools are to be used for this assignment.
Updates:

- **7 May. I have been a little unclear when using "style of game", and whether it refers to how the game is played (also known as "mechanics") and the broad type of game (a.k.a. "domain"). My apologies. I have now removed the term "style" in favour of "mechanics", or "domain", as appropriate.**
- **8 May. Average rating is a property of games, not mechanics or domain. Thus, the most popular mechanics is possessed by the largest number of games.**

This assignment will involve creating three Shell scripts, which will use Unix tools covered in this unit and/or calls to other Shell scripts. The top-level scripts are expected to have specific names – discussed below. Please make sure you use those script names, as these are the names which the testing software will use to test your script. (Subsidiary scripts can have whatever name you wish.)
Put the top-level scripts, plus any other scripts which you have created, into a directory, and then zip the directory, so your submission is a single package consisting of a zip file. If you have used git (see below), copy the entire .git repo into that directory. An alternative to zip is to use the Linux program tar to create a tar file from the directory. Submit the zip or tar file via the submission portal that is linked in the in the LMS item following this description. **No** other file format will be accepted.

Board Games or Bored Games: which type and mechanics of board-game rules

Kaggle (www.kaggle.com) is a remarkable web-based, data science