ASSIGNEMENT 2 - COMP10050

DMITRIY DRANKO & ABDULMALIK ELGAMATI

Malik uploaded original Brightspace files

Dmitriy changed variable names

Malik implemented more into game\_init.c (Added functionality for entering number of players, player name and player color)

Dmitriy implemented sameColor function to game\_init.c and game\_init.h to make sure users weren’t selecting same colors

Malik implemented place\_tokens but hadn’t included checking for smallest stacks

Dmitriy finished place\_tokens by checking for smallest stacks

Malik added to game\_logic.c in play\_game by adding randomised dice, asking user for sideways move, and storing co-ordinates of token for sideways move

Dmitriy adds to game\_logic.c and game\_logic in play\_game and checks if user is selecting their token for sideways move and obstacle checking for sideways move. Completed sideways move functionality in play\_game

Malik added to game\_logic.c in play\_game and made forward movement work

Dmitriy changed play\_game from void to int and also made winner function, and once there is winner, it prints and ends the game

Dmitriy fixes printf layout and added comments to file