DE LA POËZE D'HARAMBURE Cyprien MARTIN Hugo

SAÉ 1: Quarto notice

Rules:

Quarto is a game played on a 4*4 board. It is similar to a noughts and crosses game, but mucch more detailled. The goal of the game is to align 4 pieces sharing a common characteristic among height, color, shape or top type.

Compile:

In order to play our Quarto game, you first need to compile the "Quarto.c" file. To do that, you just need to type "./make", since the command is a bit long, we stored it inside this file (if the files does not have the "x" permission, just type "chmod +x make", after that you will be able to run it). Then you can use "./game" to launch the game.

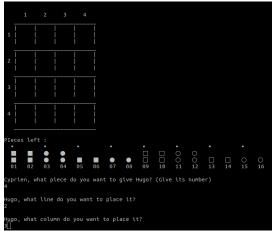
Gameplay:

At the beginning of the game two nicknames are asked, those are for the two players who will play the game. Note that we made it impossible for you to pick two identical nicknames.

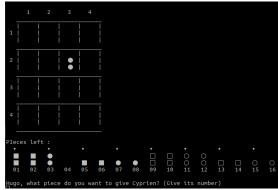
Then, everything is clear. The first player is randomly determined and gives a piece to place, then the second player chooses where they want to place it by inputting the desired line and column in the terminal. Then the roles exchange over and over until a player wins, or the board is full.

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Player 1, please input your nickname.
Hugo
Player 2, please input your nickname.
Hugo
You cannot chose the same nickname as player 1.
Cyprien
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Nickname input



Placement of a piece



The piece has been placed, the roles exchange.