Feedback — Exercise 4.2

Implement a Random game player. Test your player by running the matches set up below. Your player does not need to win; it just needs to play correctly.

Game playing exercises how-to:
- Click on the game link provided within the exercise, this opens a gamemanager web page in your browser.
- Start your player. If you are not implementing your own player, run the parametric player instead (you can download it and find instructions here)
- Depending on the game, there may be some additional players needed. Start as many instances of the parametric player as needed to have one player running per role in the game, and configure them accordingly to the instructions in the exercise.
- On the gamemanager pre-match tab, setup the names (arbitrarily) and addresses for all the players participating in the match.
- The address field should be "http://IP_ADDRESS:PORT". If your player is running on the same machine as your browser, use 127.0.0.1 as IP. By default, players run on port 9147, but each player on the same machine must run on a different port.
- Before starting the match, hit the "ping" button to verify that game manager can communicate with all players. The ping result is only reliable if you have the right format ("http://IP_ADDRESS:PORT") for the address field.
- You can now hit "setup", which takes you to the game-specific UI & monitoring tab.
- You're good to go, hit "start" and automated play should begin after the startclock expires !
- At the end of the match, hit the "record" button. This should provide you with a number that you can then paste in Coursera as "answer" to the question.

Question 1

(10 points) Click here to run a match of Hunter. When the match is over, push the Record button to generate a result code and enter the code into the following box. Be careful to copy the code exactly.

You entered:

9012

Your Answer		Score	Explanation
9012	✔	10.00	
Total		10.00 / 10.00	

Question 2

(10 points) Click here to run a match of Alquerque. Your player should play the first role. As your opponent, use the parametric player with Gaming Strategy set to Legal. When the match is over, push the Record button to generate a result code and enter the code into the following box. Be careful to copy the code exactly.

You entered:

```
3489
```

Your Answer		Score	Explanation
3489	✔	10.00	
Total		10.00 / 10.00	

Question 3

(10 points) Click here to run a match of Chinese Checkers 4. Your player should play the first role. As your opponent, use the parametric player with Gaming Strategy set to Legal. When the match is over, push the Record button to generate a result code and enter the code into the following box. Be careful to copy the code exactly.

You entered:

```
9823
```

Your Answer		Score	Explanation

9823	✔	10.00
Total		10.00 / 10.00