

Feedback — Exercise 4.1

You submitted this quiz on **Wed 27 Nov 2013 10:48 AM PST**. You got a score of **10.00** out of **10.00**.

Implement a Legal game player. Test your player by running the match set up below.

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:

6920

Your Answer		Score	Explanation
6920	✓	10.00	
Total		10.00 / 10.00	