

## Demo Plan

### Description of Commands:

The command line arguments and input commands all follow the requirements described in biquadris project descriptions. For example, shortcuts for inputting commands, multiplier prefix, -seed are all allowed. The program doesn't require extra command line arguments to run, but sequence1.txt and sequence2.txt need to be included in the same directory. If you have command -scriptfile1/2 in the command line, don't put sequence1/2.txt in the command line argument. Error messages will be printed if there are more than 9 command line arguments or an input command is invalid.

All .txt files can be found in biquadris.zip.

### Description of input files:

#### **simple test:**

simple.args:

-seed 100 -text -startlevel 3

simple.in:

2levelu

1leveld

4dr

restart

2dr

norandom level0\_1.txt

6dr

random

re

6dr

20dr

#### **test for movements of all kinds of blocks:**

move.args:

-scriptfile1 level0\_2.txt -scriptfile2 level0\_2.txt

move.in:

4ri

4lef

cl

co

dr

dr

4ri  
4lef  
cl  
co  
dr  
dr  
4ri  
4lef  
cl  
co  
dr  
dr  
4ri  
4lef  
cl  
co  
dr  
dr  
4ri  
4lef  
cl  
co  
dr  
dr  
4ri  
4lef  
cl  
co  
dr  
dr

test for level0 and lose condition:  
level0.args:

-scriptfile1 level0\_1.txt -scriptfile2 level0\_2.txt

level0.in:

20dr

**test for level1:**

level1.in:

drop

drop

levelu

2co

3left

4down

drop

5down

5right

3clockwise

drop

3co

4left

11right

drop

6right

4clockwise

2down

3left

drop

2right

2co

3right

drop

6right

3clockwise

2down

3right

drop

**test for level2:**

level2.in:

2levelu  
7right  
3co  
4down  
3right  
drop  
8right  
2clockwise  
3left  
right  
drop  
drop  
6right  
12right  
3clockwise  
drop  
4left  
2clockwise  
drop  
2right  
2co  
3right  
drop  
6right  
3clockwise  
50drop

**test for level3:**

level3.in:  
3levelu  
11right  
3co  
4right  
4left  
drop  
2right  
2co  
3right  
drop

norandom sequence2. txt

6right

12right

3left

2clockwise

drop

random

5right

clockwise

12right

drop

6right

8right

2clockwise

drop

3right

co

left

drop

**test for level4:**

level4. in:

4levelu

drop

5right

drop

1right

drop

norandom sequencel. txt

3right

3clockwise

drop

15right

3co

drop

random

6right

2drop

4clockwise

6down  
3right  
drop  
5down  
5right  
3clockwise  
drop  
6right  
12right  
3clockwise  
drop

**test for blind and clearing rows:**

blind.in:  
sequence s2.txt  
blind

**test for force:**

force.in:  
sequence s2.txt  
force L  
2dr

**test for heavy:**

heavy.in:  
sequence s3.txt  
heavy  
3levelu  
ri  
10ri  
lef  
2clo  
co  
2do  
do  
2dr  
2ri  
cl  
dr

**test for score:**

score. args:

-text -seed 100 startlevel 4

score. in:

sequence s. txt

blind

restart

20dr