The game „Mäxchen“

# Abstract

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# The Rules

//Should we explain rules? Would be stupid, right?

# The Program

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# Upgrades

# The turn order

Normally, the turn order is always the same. But here you have another option. First of all, you can change the play direction at game start (This could be done with adding the names in the reversed order, too). And (the more interesting option) you can define that the play order is reversed every time a Mäxchen and/or a Hamburger, as you wish, is revealed. The program handles it with the "play\_order"-item of the settings dictionary

# Not ordered numbers

You can change your rules, so the numbers are not ordered. This means that the first number is allowed to be smaller than the second one. In the game, less Mäxchen and Hamburger will be tossed because of 12 and 24 are no longer converted to 21 and 42. This setting just turns off ordering the numbers. The comparing of numbers is not changed.

# The settings

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# Visual dices

When the dices are revealed (somebody does not believe a number), the tossed number is shown as the dices. The mechanic is not that complex. Every digit from 1 to 6 has a representation on a dice. They are saved in ui\_help.py. When they are needed, they can be displayed simply in 3 lines in the console.

# Game history

It is interesting to see the evolution of the player points. For this, we implemented a statistic that is shows at the end of the game. For every player, a table is shown, which displays the points in all rounds. Here are just the rounds mentioned, in which a player loses points (If not cheating). Otherwise, it could be very boring to read those tables. The points are saved after every round a player does not believe the last number. They are not in one big table, because the names can be very long so the tables would be very large. The console or the python shell has most of the time a small width. The table would be really ugly. For a better look, the tables are formatted in a way, the points are always in the same columns. The rounds must be lesser than 10000 to make sure the table looks that nice. But first, nobody with a brain would play 10000 or more rounds and second, the game does not crash. It just looks not that nice anymore.

# Cheats

In this game, you are able to cheat. When entering your name at game start, you just have to put the cheat code in front of your name. The cheat codes will not be part of your name later. Please keep in mind that code is case sensitive. Only one active code per game is possible.

The cheat codes are:

* HamToTheBurger: When using this cheat, you are playing with loaded dices. With a chance of 50% you toss a Hamburger (Standard rules: 42).
* MegaMax: This cheat works like the HamToTheBurger cheat, but instead a Hamburger, a Mäxchen (Standard rules: 21) is tossed with a chance of 50%.
* GodKing: The user of this cheat becomes godlike. He/She is not able to lose any points, whatever happens.

# The AI

# Change the points

You can change the points in an elegant way: You just change the settings at the game start. The menu points 6 to 8 make it easy to modify the points.

If you really want to change the source code, go to the “points\_worth”-function in mäxchen.py and feel free to change to numbers. You even could calculate the points for non-Mäxchen/non-Hamburger numbers. .. . .