The game „Mäxchen“

# Abstract

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# The Rules

//Should we explain rules?

# Upgrades

# The turn order

# Not ordered numbers

# The settings

# Visual dices

# Game history

It is interesting to see the evelution 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 no 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 realy ugly. For a better look, the tables are formatted in a way, the points are always in the same colums. The rounds have to 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