

Major elements:

Board: $\begin{bmatrix} \square & \square & \square \end{bmatrix}$

int int
location

Assam: $\begin{bmatrix} \square & \square & \square & \square \end{bmatrix}$

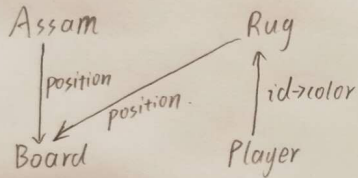
int int char
(die; heading; orientation)

Player: $\begin{bmatrix} \square & \square & \square & \square & \square \end{bmatrix}$

char int int char
(id; dirhom, rugs; status)

Rug: $\begin{bmatrix} \square & \square & \square & \square \end{bmatrix}$

char int int
(color; id; priorities)



Board change: ① which class, state (Assam, Rug)

then ② Base on the die+heading, find Assam location.

then ③ verify Rug location; empty: 0

build: 1 → verify rug → player

then ④ play place new rug; valid: loop ② → ④

invalid: loop ④.