Group 1 structure of data file

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Tile_n:x,y,n,id_n
...
P_n: s,id_n, ...
Turn: t
Final: T_f

x - x cooridnate of tile
y - y coordinate of tile
n - number of fish on the tile
id_n - id of penguin
P_n - id of player
s - score
t - current turn
t_f - turn after which the game stops

So the basic idea is that we create an entry for each tile and assign both coordinates as well as number of fish and id of a penguin if one stands on it. If n = 0 then we know this tile is unavailable. The next thing is we define each player, the first number assigned to P_n is the score and the latter are ids of all the penguin this player operates. The variables t and t_f are self-explanatory.

EXAMPLE

Tile_1:1,1,0,id_2
Tile_2:2,1,0,0
Tile_3:3,1,2,0
Tile_4:4,1,0,id_1
Tile_5:1,2,3,0
Tile_6:2,2,2,0
Tile_7:3,2,2,0
Tile_8:4,2,0,id_3
Tile_9:1,3,0,id_4
Tile_10:2,3,0,0
Tile_11:3,3,3,0
Tile_12:3,4,1,0
P_1:2,id_1,id_2
P_2:2,id_3,id_4
Turn: 1
Final: 10

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So in this example we have 12 tiles in 3 rows. Player 1(P_1) has two penguins id_1 and id_2 they are placed on Tile_4 and Tile_1, Player 2(P_2) placed his penguins id_3 and id_4 on Tile_8 and Tile_9. This is how the file would look like after the phase of placement. Before this phase the third value after "," on Tile_1,Tile_2,Tile_3,Tile_4 was equal to one which means there was 1 fish on those tiles, and the fish was added to P_1 and P_2 score.