Algorithms and Data structures Coursework Report

Jonathan Mitchell
40311730@live.napier.ac.uk
Edinburgh Napier University - Module Title (SET09117)

Abstract

hello.

Keywords – Draughts, Algorithms, Data Structures, Console

1 Introduction

2 Analysis

Create the game Draughts The objective of this report is to create the game draughts in a chosen language and a chosen format - console/form/WPF or similar. Particular attention is to be placed on the Data Structures and Algorithms used.

The game, at the very least, should allow for 2 human players to play against each other. Adding "AI" algorithms to allow for Player vs Computer, or even Computer vs Computer are optional additions. Based on development capabilities within the Project time-scale. Additional features such as undo or redo a move are also beneficial.

Adding the ability to record the results of games and even record games themselves is another possibility. Finally Creative freedom is encourage during the development. An individual uniqueness is preferred when developing the game of Draughts.

3 Design

3.1 Player vs Player

This began with creating a simple game board. Populated with elements from string array tiles. Allowing the player the ability to select the co-ordinates that will be populated with the draughts counters. This part

Player vs Computer

Computer vs Computer

4 Development

4.1 Player vs Player

4.1.1 Player 1
4.1.2 Player 2
4.1.3 Player vs Player
4.1.4 Undo/Redo
4.1.5 Computer

This is where shit gets scary

Like Skynet level scary

4.1.6 Player vs Computer

5 Testing

6 Conclusion

References

[1] S. Keshav, “How to read a paper,” *SIGCOMM Comput. Commun. Rev.*, vol. 37, pp. 83–84, July 2007.