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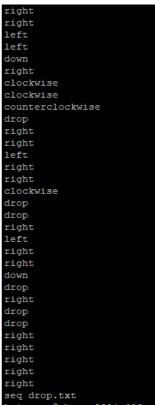William Lin (20897955)

Biquadris - Demo

Testing Basic Movement Commands & Level 0 & Sequence & Test Win/Lose

We want to show the basic movements along with level 0 which will input for players 1 and 2 from sequence1.txt and sequence2.txt respectively. We also want to show that the input files are read from the beginning of the sequence files after reading the end of the file. Further, we show that if there is not enough space for the block, the player loses. Finally, this test will also test if the sequence command works.

Call *./biquadris* and input the following commands:

```
right
right
left
left
down
right
clockwise
clockwise
counterclockwise
drop
right
right
left
right
right
clockwise
drop
drop
right
left
right
right
down
drop
right
drop
drop
right
right
right
right
right
seq drop.txt
```

The commands can be found in *test_move.in*.

Test Advanced Movement Commands

We want to show the advanced movement commands.

Call *./biquadris* and input the followed commands:

```
3right
21ef
0right
3drop
0clockwise
2right
3clockwise
4counterclockwise
2down
5ri
left
0clockwise
0counterclockwise
6right
5clockwise
right
down
2down
drop
```
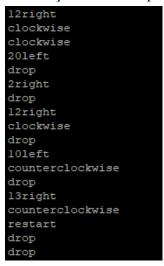
These commands can be found in *test_advmove.in*.

Test Bounds & restart

We want to show that the blocks will only move within the bounds of the board if large movements are provided and rotations only occur if possible. We also demonstrated that the restart command works correctly.

Call *./biquadris* and input the following commands:

```
l2right
clockwise
clockwise
20left
drop
2right
drop
l2right
clockwise
drop
10left
counterclockwise
drop
l3right
counterclockwise
restart
drop
drop
```

The commands can be found in *test_bounds.in*.

Test level 1 & level 2 & seed & levelup

We want to show that the blocks are generated randomly according to level 1 and level 2's specifications, that the levelup command works, and also the setting of seed. You can test if the seed is set correctly by running this test several times.
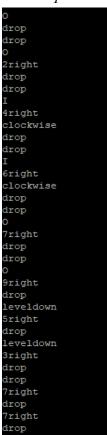
Call *./biquadris -startlevel 1 -seed 2004* and input the following commands:

```
right
drop
drop
left
left
drop
drop
down
drop
3right
drop
6right
drop
drop
drop
drop
clockwise
drop
4right
drop
levelup
drop
drop
drop
drop
drop
```

The commands can be found in *test_level12.in*.

Test level 3 & level 4 & leveldown & I,J,L,etc.

We want to show that level 4 and 3 work appropriately and that the function carried out the command leveldown correctly. We also demonstrate that the I,J,L, etc commands work.

Call *./biquadris -startlevel 4* and input the following commands:

```
O
drop
drop
O
2right
drop
drop
I
4right
clockwise
drop
drop
I
6right
clockwise
drop
drop
O
7right
drop
drop
O
9right
drop
leveldown
5right
drop
leveldown
3right
drop
drop
7right
drop
7right
drop
```

The commands can be found in *test_level34.in*.

Test norandom & random

We demonstrate that norandom and random generate blocks correctly.

Call *./biquadris -startlevel 4* and input the following commands:

```
norandom norand.txt
drop
drop
drop
3right
drop
drop
drop
drop
drop
random
5right
drop
3right
drop
9right
drop
7right
drop
7right
drop
6right
drop
6right
drop
```

The commands can be found in *test_rands.in.*

Test blind & heavy & scriptfile

We demonstrate how -scriptfileX changes the file that the program reads from at level 0. In this case, player1 gets all O and player2 gets all I. It also shows the blind special action. Call *./biquadris -scriptfile1 allO.txt -scriptfile2 allI.txt -textonly* and input:

```
I
clo
drop
drop
right
dro
dr
3ri
dr
dr
5ri
dr
dr
7ri
dr
4ri
dr
9ri
dr
blind
4ri
dr
drop
cl
8ri
dro
drop
coun
9ri
drop
drop
clo
10rig
drop
heavy
right
left
```

The commands can be found in *testblindheavy.in*