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:



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:

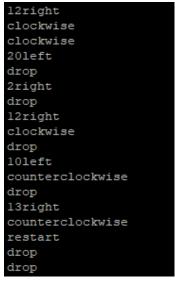


These commands can be found in test advmove.in.

Test Bounds & restart & textonly

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. The graphical display window will appear, but nothing will be printed on it.

Call ./biquadris -textonly and input the following commands:

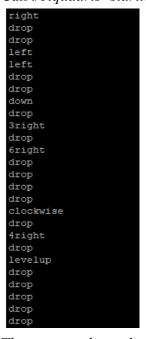


The commands can be found in test bounds.in.

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:



The commands can be found in test level12.in.

Test level 3 & level 4 & force & 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:



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:



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 and input:



The commands can be found in testblindheavy.in