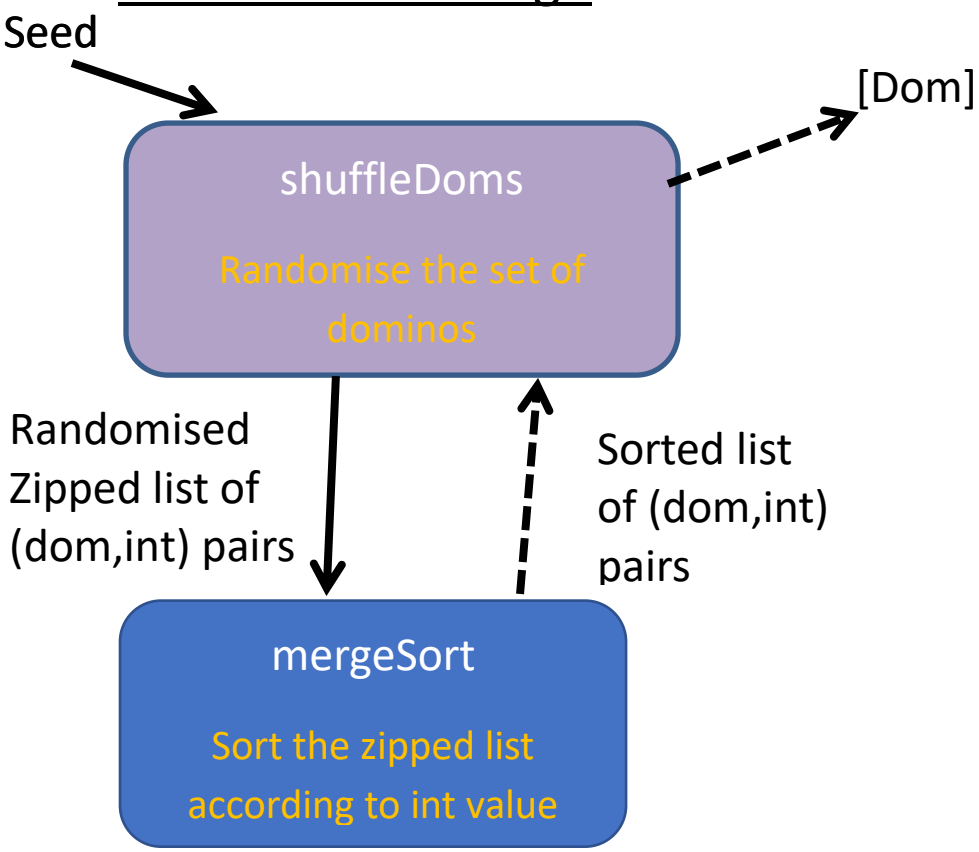
Leon Singleton

Assignment 2 Domino Games Design

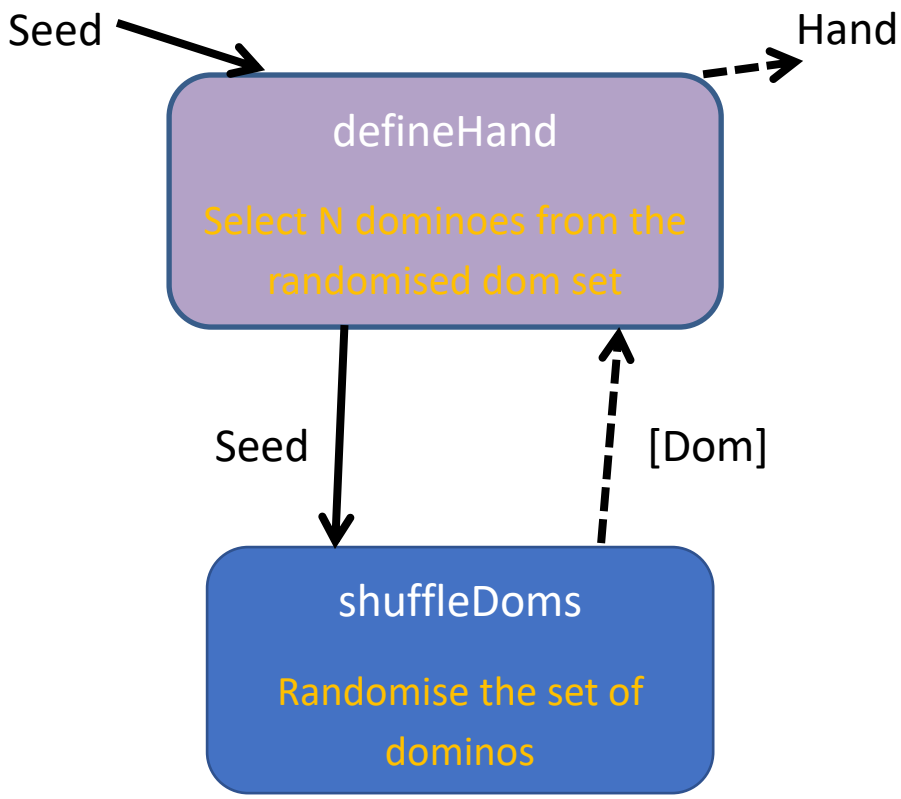
Data Types

Data type	Description
type Dom = (Int,Int)	Data type for a domino represented as a tuple
type Board = [Dom]	Data type representing a list of dominoes
type Hand = [Dom]	Data type representing a list of dominoes
data End = L|R	Data type used to specify an end of the board
type Move = (End,Dom)	Data type representing a move which returns a domino to play and the end to play it at
type DomsPlayer = Board -> Hand -> Move	A datatype which takes a function, allows for different domino players to be created. A domino player will take a hand and a board and return a move to make.

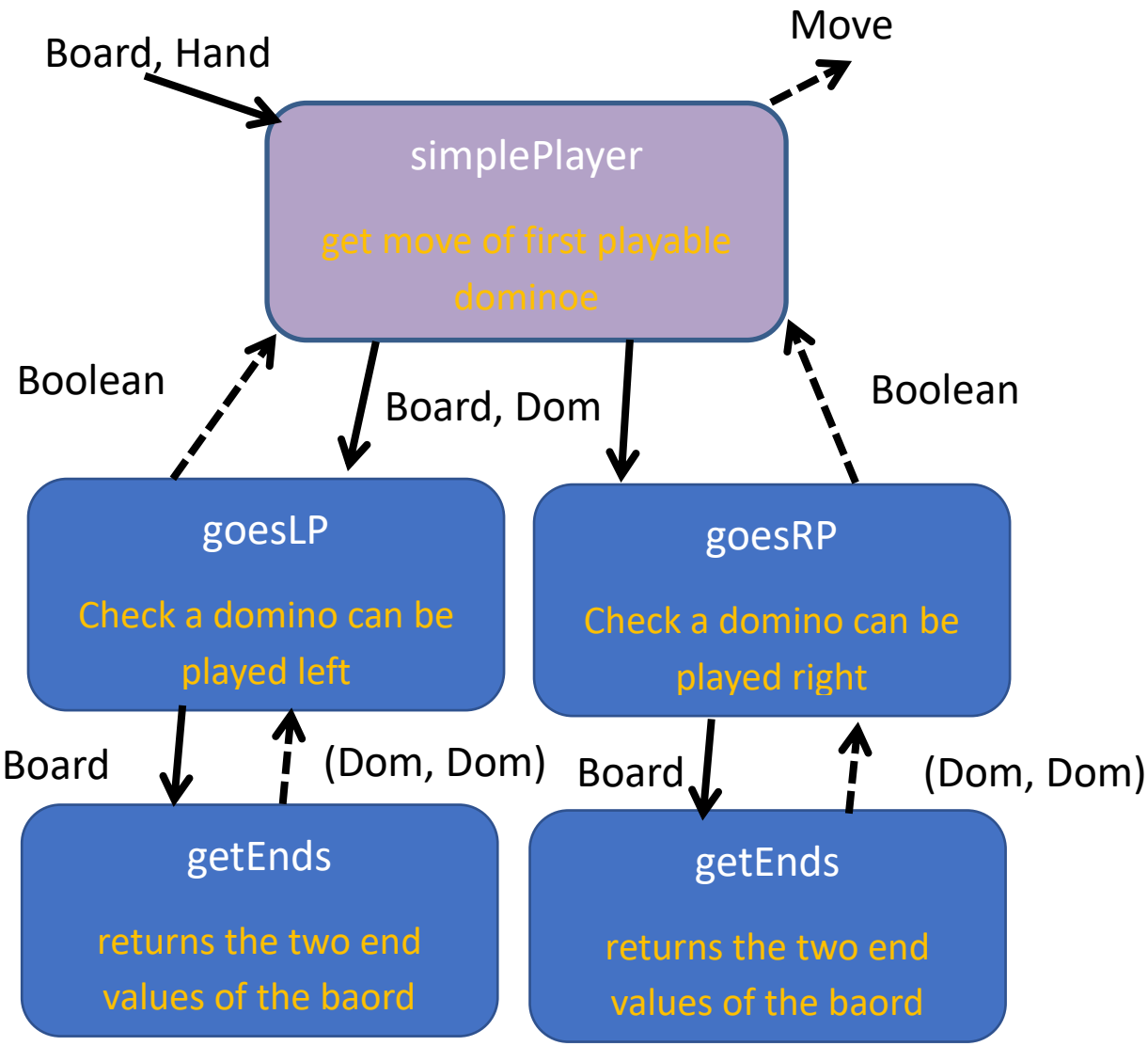
shuffleDoms Design



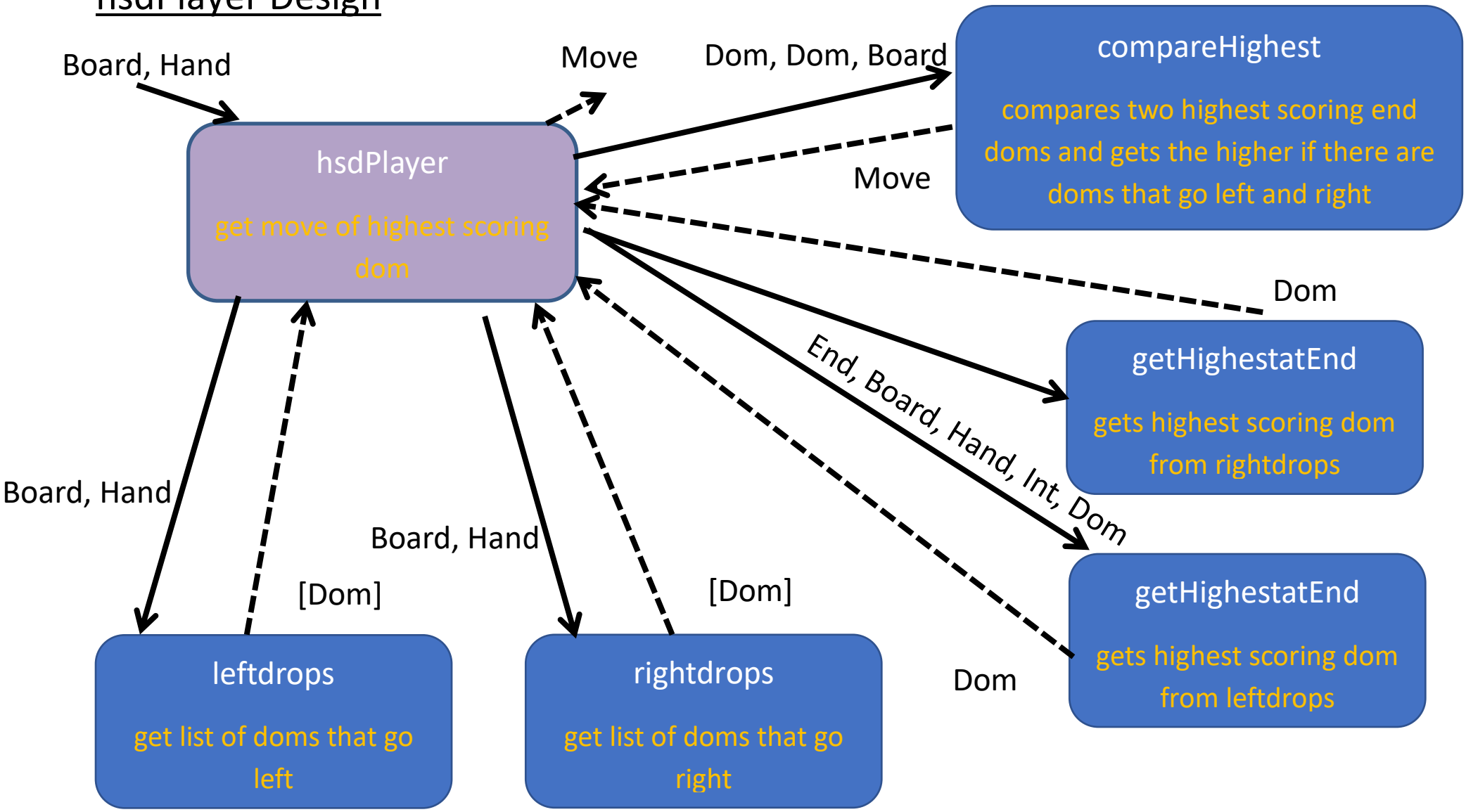
defineHand design



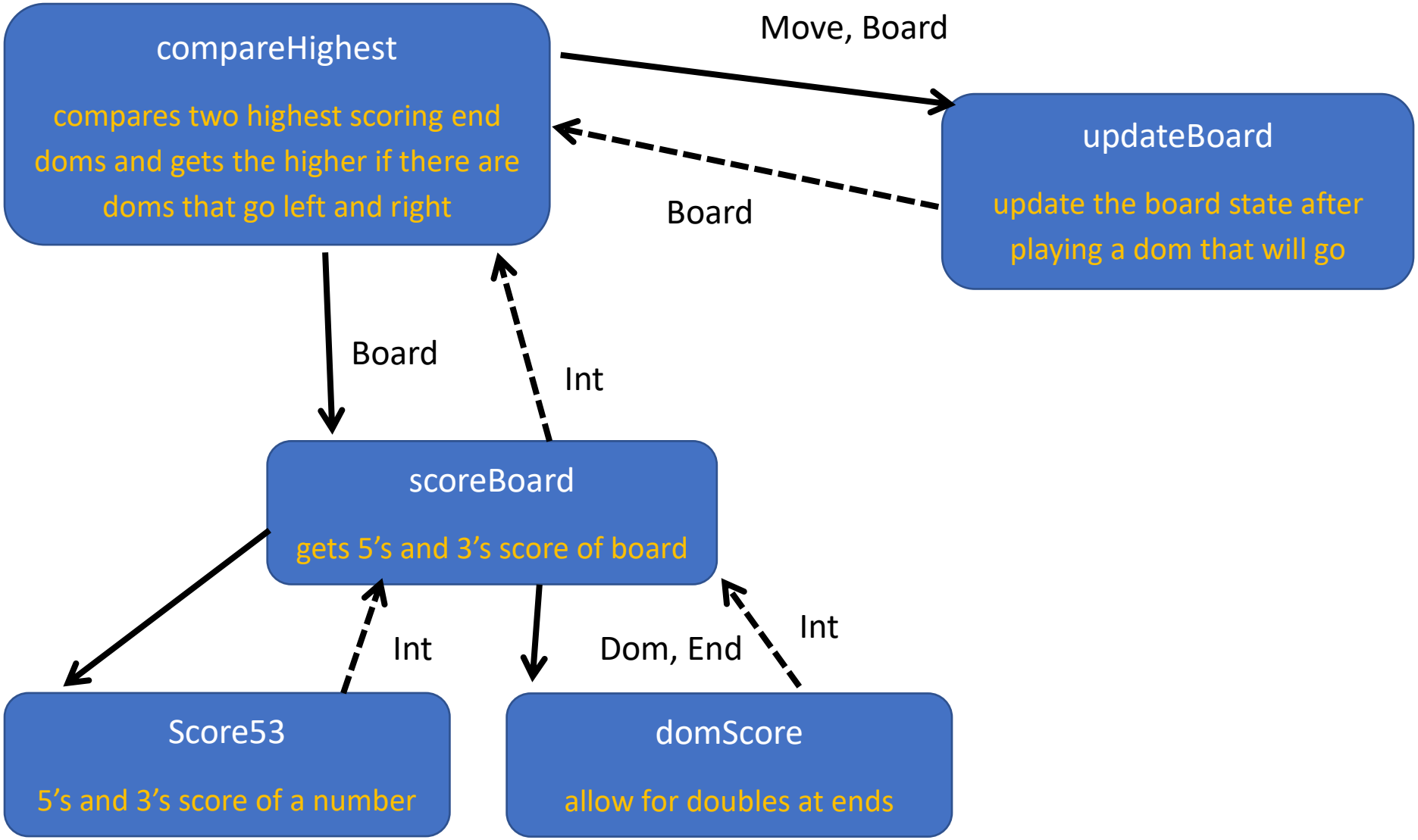
simplePlayer Design



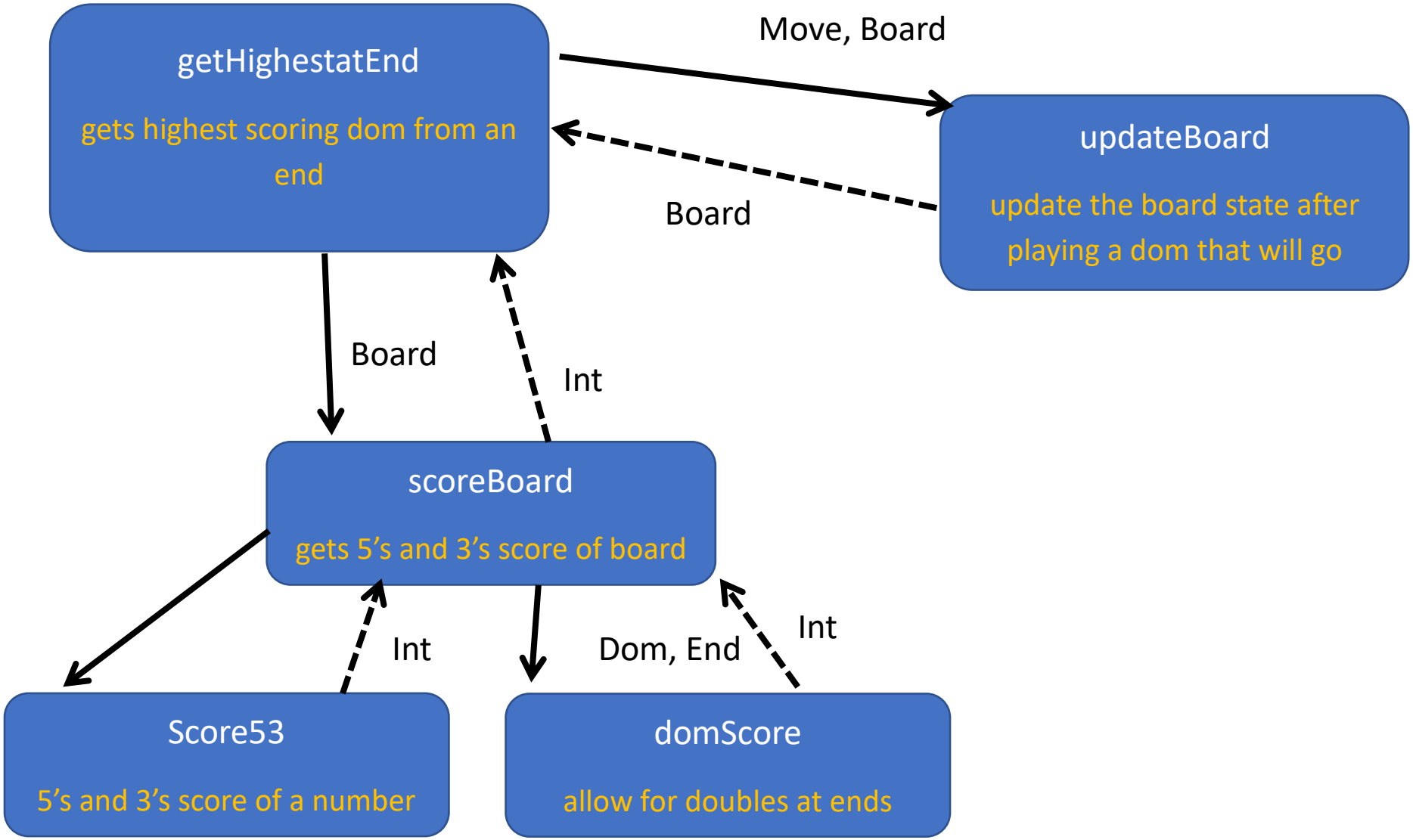
hsdPlayer Design



hsdPlayer Design (continued)

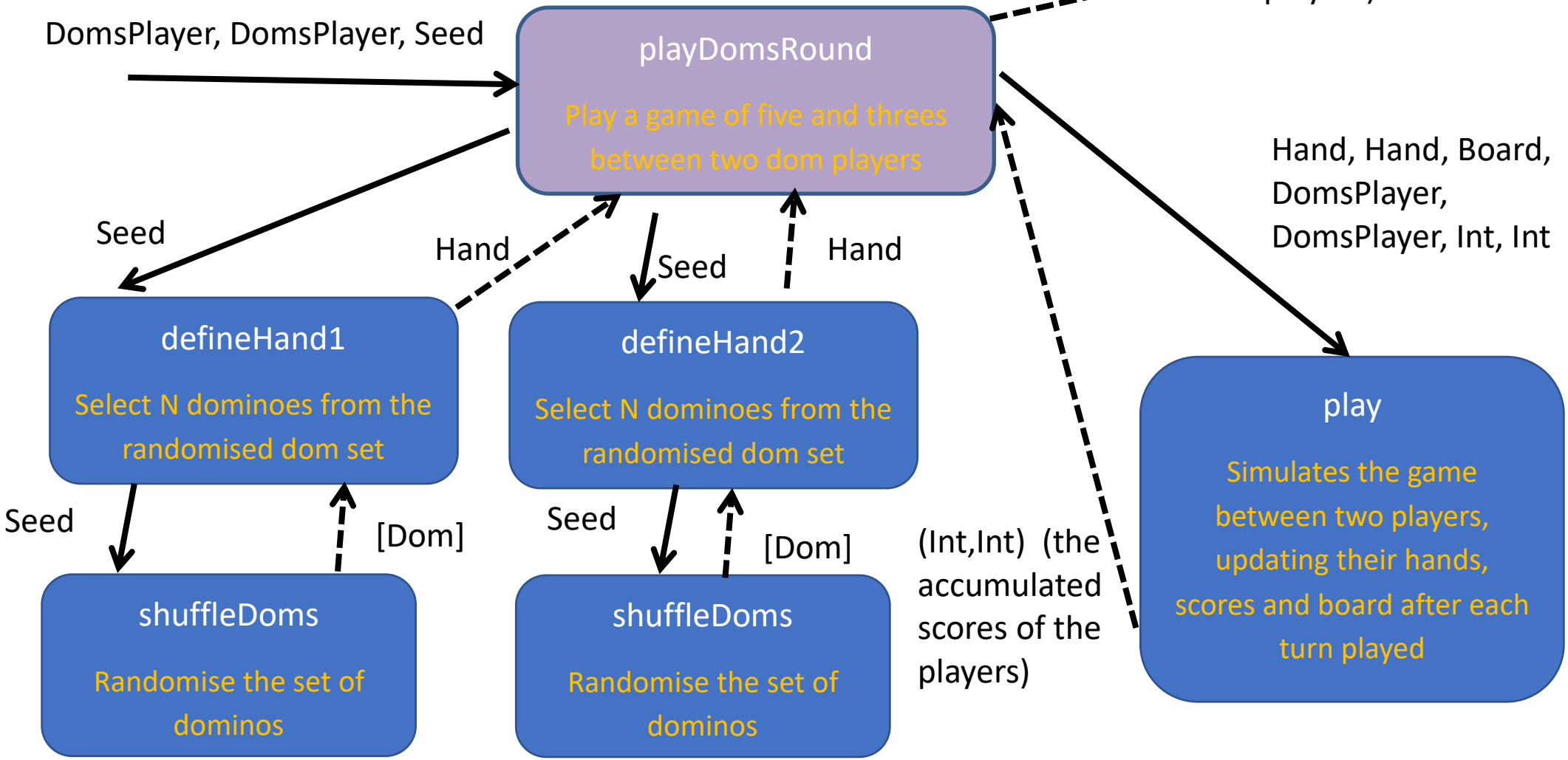


hsdPlayer Design (continued)

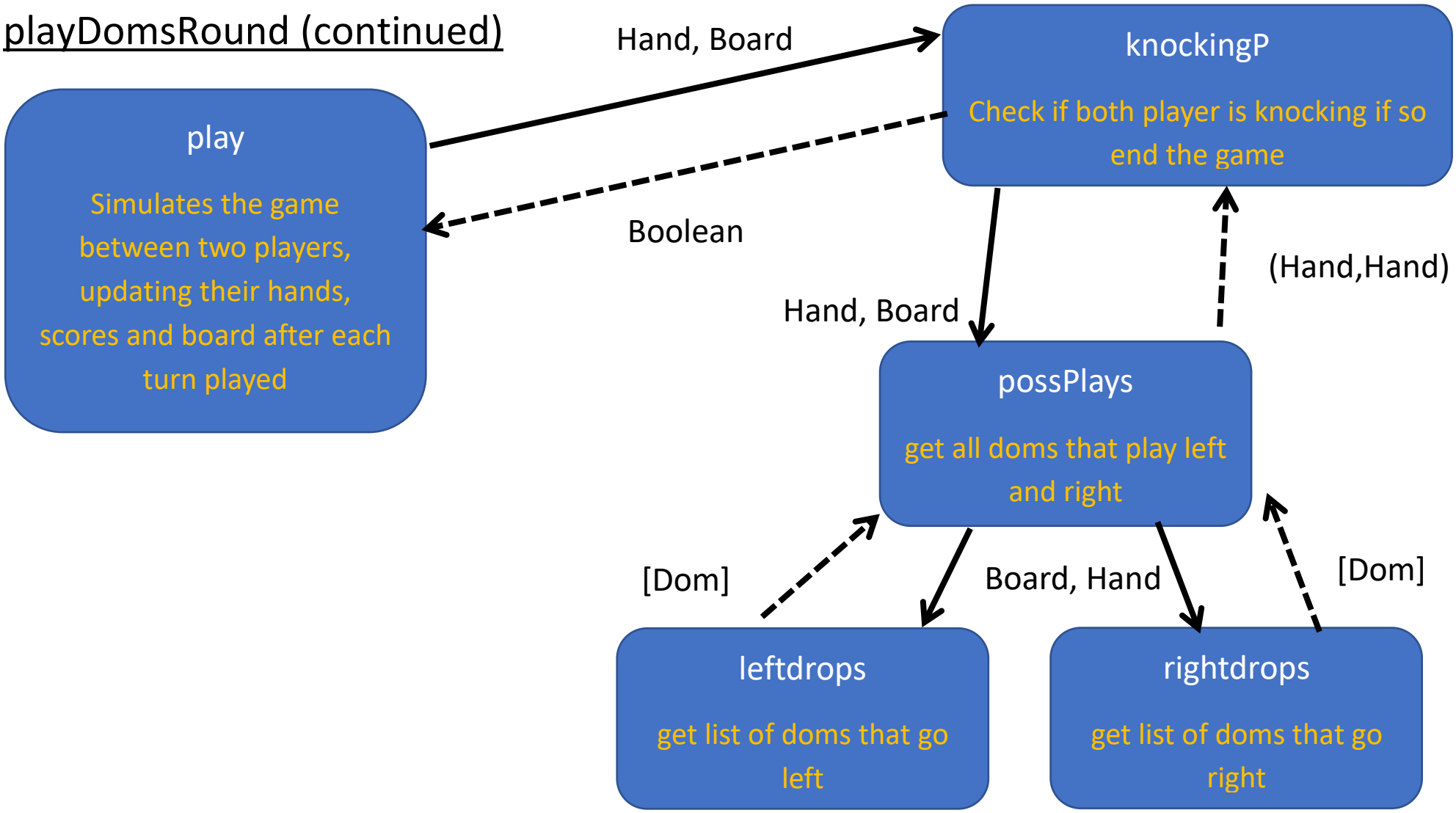


playDomsRound

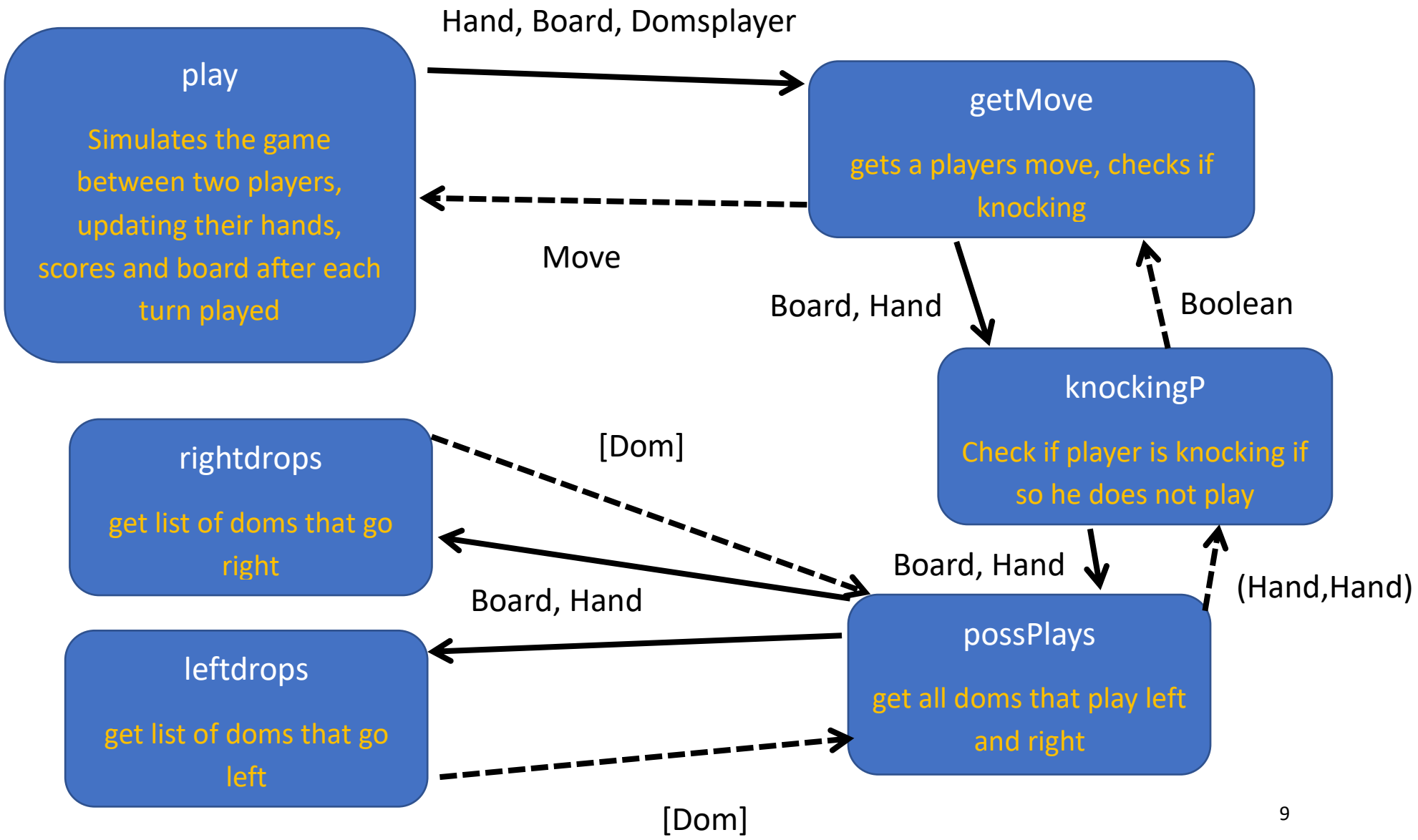
Function uses let.. in.. as hands, scores and board will be initialised



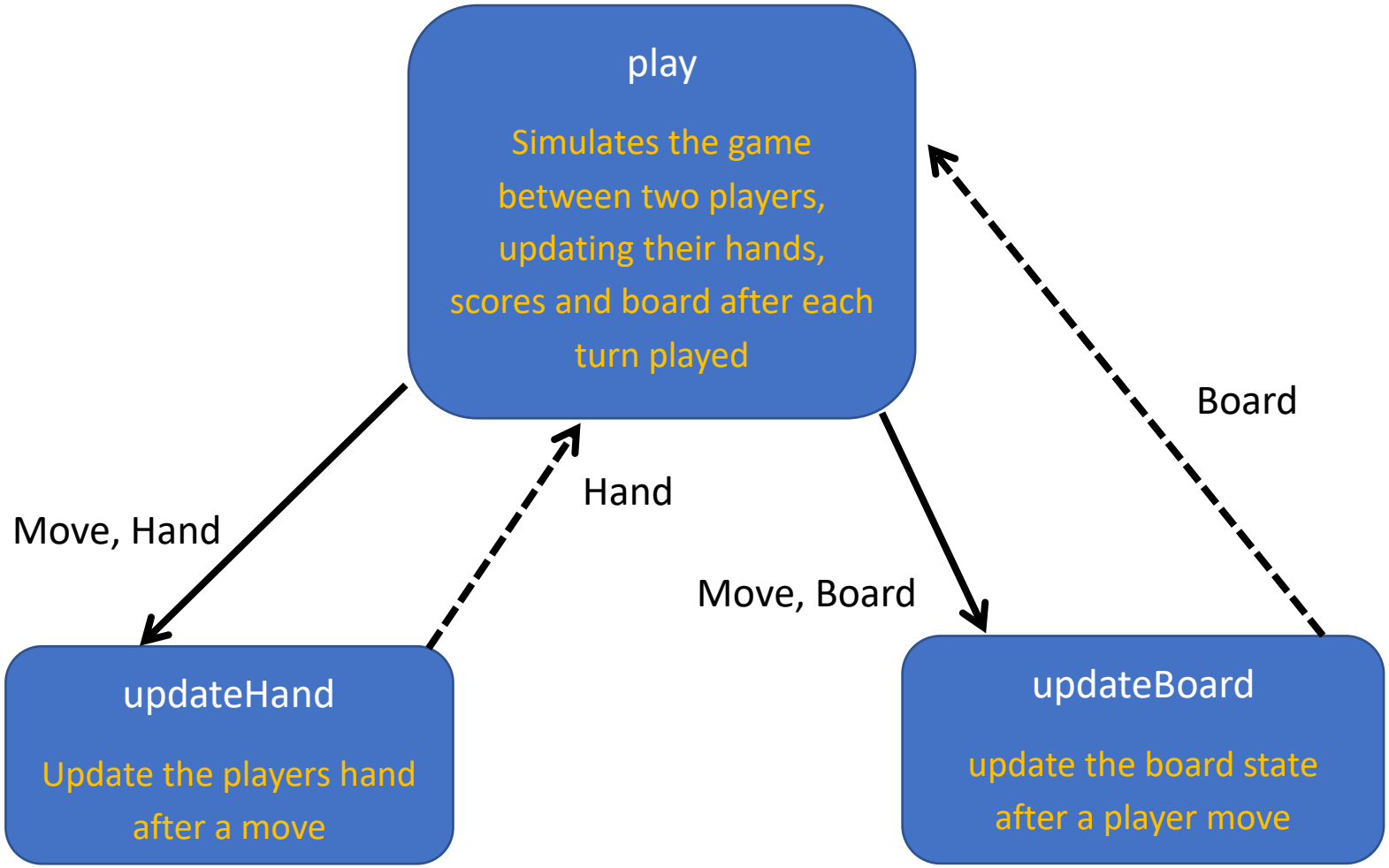
playDomsRound (continued)



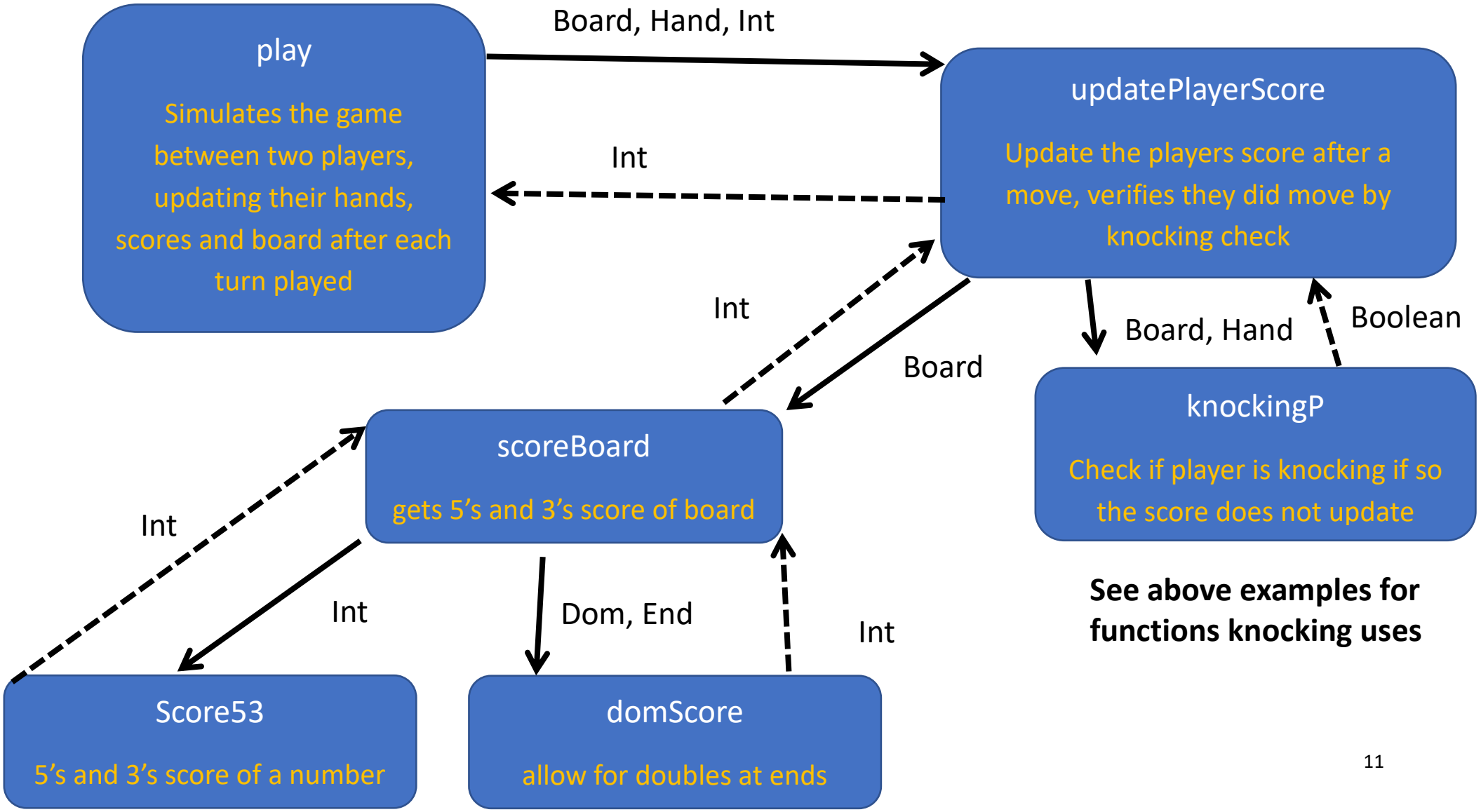
playDomsRound (continued)



playDomsRound (continued)



playDomsRound (continued)



See above examples for functions knocking uses