MNK OOP Design

May 10, 2023



m, n, k :int = 5, 5, 4 board:Board player1:Player player2:Player

start() game loop()

Board

m, n, k:int = 5, 5, 4 fields:numpy.array

display()

has_won():int

--> 0 = unentschieden

1 = Sieg Spieler 1

2 = Sieg Spieler 2

Player

name:string player_number:int = 1 or 2

make_move(board:Board):tuple
--> (row:int, col:int)

MyBot(Player)

make_move(board:Board):tuple
--> (row:int, col:int)