Peach Party

Milad Mesbahi

The co-location of a player avatar and a bank square is detected in the Square class's doSomething() function. If the player is on the bank square and has just landed on it (squareLanded() returns true), then the landSquare() function is called, which adds the bank's balance to the player's coin count and sets the bank's balance to zero. If the player is traversing the bank square (i.e., not just landed on it), then the traverseSquare() function is called, which checks the player's coin count. If the player has less than 5 coins, then the player's coin count is set to zero and the coins are added to the bank's balance. If the player has 5 or more coins, then 5 coins are deducted from the player's coin count and added to the bank's balance.

In the BankSquare class, the landSquare() function adds the bank's balance to the player's coin count and sets the bank's balance to zero. The traverseSquare() function handles the case where the player is traversing the bank square, and adds the player's coins to the bank's balance by deducting 5 coins from the player's coin count depending on the player's coin count. The program should work well, and I made assumptions about the teleport function and how it operates at a fork.