

Please help!

COMP1927 - Assignment 2, Part B
Fury of Dracula - The Hunt

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OpenLearning Group:

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Lab Group:

Wednesday 18 Drum, with Sarah

What's the problem?

- Our AI is currently not compiling for dryrun or the competition (give)
 - It is however compiling locally
 - And the programs seems to work as desired
- The error message is less than helpful

```
=== Compiling Dracula ...
gcc -Wall -Werror -c -o dracula.o dracula.c
gcc -DI_AM_DRACULA -c player.c -o dracPlayer.o
gcc -Wall -Werror -c -o DracView.o DracView.c
gcc -Wall -Werror -c -o GameView.o GameView.c
gcc -Wall -Werror -c -o Map.o Map.c
gcc -Wall -Werror -c -o Places.o Places.c
', needed by `dracula'. Stop.et `
Dracula AI didn't compile
=== Compiling Hunter ...
gcc -Wall -Werror -c -o hunter.o hunter.c
gcc -c player.c -o hunterPlayer.o
gcc -Wall -Werror -c -o HunterView.o HunterView.c
', needed by `hunter'. Stop.get `
Hunter AI didn't compile

=== Nothing more to do without both a Hunter and a Dracula
```


- And yet the run normally from where we can see
 - Various Debug information printed by hunter.c

```
weill % ./hunter
decideHunterMove entered
numLocations is: 71
randomMove entered
randomDestination is: 61
randomMove successful
singleMove entered
singleMove successful (invalid result)
healthCriticalMove entered
hunterLocation is: -1; health is: 9
healthCriticalMove successful. Health Abundant
Move: SW, Message: Random Move...
weill % ./dracula
Move: AL, Message: Hello my dears
weill %
```

How did it start?


- Dracula.c shouldn't be the issue. It ran fine originally
- Hunter.c ran fine until we incorporated code from Queue.c.
 - Hunter.c calls the shortestPath() function, from the Map ADT in lab9. This modified Map.c (and Map.h) in turn utilise Queue.c (and Queue.h), as well as Item.h
 - All of these files have been modified to work with the assignment (well, we think so anyway)
- We've tinkered a lot to try and get things to work but no success thus far

OpenLearning Communication

**John Shepherd** ★ · 9 days ago

Changes to the Hunt script ... I've changed the script that runs the hunt so that it now plays each Hunter AI against 10 random Dracula AIs and tries to ensure that each Dracula AI gets used roughly 10 times. One reason for doing this that the AIs being submitted played a bit longer and so each game was taking longer and running all Hunters against 20 Draculas was taking over two hours. I've also fixed the "Irish Sea" misnaming that Yue Li and others reported. I'm running another Hunt now which hopefully will give more useful information to some people. Of the 51 submissions, in the latest Hunt, four groups didn't compile (both Hunter and Dracula failed), mainly because their Makefiles were set up in ways we didn't expect and our auto-changes to the Makefiles didn't help. One this to avoid is forcing `player.c` to compile with `-std=c99` in your Makefile. Our `player.c` will **not** compile with this setting and cannot be quickly fixed to ensure that it can; the script modifies your submitted Makefiles to try to stop them doing this but sometimes it misses. I'm currently working on the dryrun script to both compile and play a game with your AIs, which will enable you to check whether your Makefile has problems before submitting.

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**Danilo Scodellaro** 🗨 John Shepherd · about 2 hours ago

What's the status of this bugfix? I ask because my program is failing to compile and MakeFile's error messages are completely opaque. Grief in the auto-changed Makefile sounds like a probable cause

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A possible explanation?



Danilo Scodellaro · 2 days ago

I'm encountering errors when I attempt the dryrun. Anyone have a clue what this is about?

```
=== Compiling Dracula ...
gcc -Wall -Werror -c -o dracula.o dracula.c
gcc -DI_AM_DRACULA -c player.c -o dracPlayer.o
gcc -Wall -Werror -c -o DracView.o DracView.c
gcc -Wall -Werror -c -o GameView.o GameView.c
gcc -Wall -Werror -c -o Map.o Map.c
gcc -Wall -Werror -c -o Places.o Places.c
gcc -Wall -Werror -c -o Queue.o Queue.c
', needed by 'dracula'. Stop.et `
Dracula AI didn't compile
=== Compiling Hunter ...
gcc -Wall -Werror -c -o hunter.o hunter.c
gcc -c player.c -o hunterPlayer.o
gcc -Wall -Werror -c -o HunterView.o HunterView.c
', needed by 'hunter'. Stop.get `
Hunter AI didn't compile

=== Nothing more to do without both a Hunter and a Dracula
```

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John Shepherd ★ [Danilo Scodellaro](#) · 2 days ago

I assume that it compiles ok in your local directory?
I just tested dryrun from my account and it worked ok.

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Danilo Scodellaro [John Shepherd](#) · a day ago

Yeah no errors when I compile it in my local directory. If I run ./dracula or ./hunter that behave as expected. I'm trying to incorporate the Queue ADT to determine shortest paths, like we did in lab9.

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Danilo Scodellaro [Danilo Scodellaro](#) · about 20 hours ago

Is there something wrong with my makefile? I've included pl and path for testing/debugging purposes. Map.c has a #include"Queue.h", just like lab09

Download [Makefile](#) (1 KB)

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John Shepherd ★ [Danilo Scodellaro](#) · about 19 hours ago

Check out your compilation log for Round 11 ... it looks like you're missing a function prototype declaration or two (e.g. singleMove, randomMove), so hunter.c doesn't know about these functions when it comes to compile.

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Danilo Scodellaro [John Shepherd](#) · about 2 hours ago

Errors left from an old version of the program. The round 12 logs show the error I screenshotted

http://cgi.cse.unsw.edu.au/~cs192ass/14s2.dracula/round12/compilation_logs/DanAmbroseNickChristine.compilation_log

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Danilo Scodellaro [Danilo Scodellaro](#) · 2 days ago

Bizarrely, for 'dracula' its Stop.et ', but for 'hunter' its Stop.get '

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First call for help

Links

- Compilation log showing Makefile issue (same as shown on dryrun)
 - http://cgi.cse.unsw.edu.au/~cs1927ass/14s2.dracula/round12/compilation_logs/DanAmbroseNickChristine.compilation_log
- All files in directory:
 - https://www.cubbyusercontent.com/pl/main/_da9a51bde6184ea3bc587fd69e379c26
- I can provide access to the GitHub repo if you give me your username (it's a private repo)
- Command used to compile
 - “~cs1927/bin/dryrun ass2b Makefile *.c *.h”
- Command used to submit
 - “give cs1927 ass2b Makefile *.c *.h”
- Commands used to test hunter and Dracula locally
 - “./dracula”
 - “./hunter”