

# Assignment I1: Implementing A Simple Game

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This is an individual assignment. See submission instructions at the end. This assignment will be graded 0 to Max points.

The individual mini-project consists of three assignments that together implement the simple two-player game described at [https://github.com/gailkaiser/COMSW4156\\_001\\_2021\\_3---](https://github.com/gailkaiser/COMSW4156_001_2021_3---ADVANCED-SOFTWARE-ENGINEERING)

[ADVANCED-SOFTWARE-ENGINEERING](https://github.com/gailkaiser/COMSW4156_001_2021_3---ADVANCED-SOFTWARE-ENGINEERING) 

[. \(https://github.com/gailkaiser/COMSW4156\\_001\\_2021\\_3---ADVANCED-SOFTWARE-ENGINEERING\)](https://github.com/gailkaiser/COMSW4156_001_2021_3---ADVANCED-SOFTWARE-ENGINEERING).

This is the first of the three assignments.

If you already know Python or can learn Python very quickly: Follow the assignments.txt instructions for "Setup and Assignment 1". You do not need to do anything yet for the parts labeled "Assignment 2" and "Assignment 3", those come later. If you find bugs in the assignment instructions and/or the skeleton code, fix them and add a file named bugfixes1.txt explaining exactly the changes you made and where those changes occur (e.g., file name and starting line number).

**Extra Credit:** You will receive extra credit if you are the *first* person to post a given bug, **and its fix**, publicly on piazza. You need to post what the bug is, where it is, and how to fix it in an easily understood manner so the rest of the class can also benefit from your fix. The bug can be in the skeleton code and/or the assignment instructions. Corrections to spelling, grammar or coding style do not count.

If you do not know Python: Create the equivalent assignment in Java or C++. This includes writing a new version of the skeleton and a new version of assignments.txt -- right now just the "Setup and Assignments 1" part -- as if you were providing the assignment for other students to do (we may use your assignment next year!). Note you need to select an appropriate framework for your language that takes the place of flask. Then do the assignment yourself, being careful to distinguish your skeleton from your additional code that completes the assignment. Warning: it is probably easier to learn Python than to recreate the assignment in another language.

**Submission instructions:** Submit a link to your github repository. Include in the README for the repository a link to a <=2-minute video demonstrating that your program runs correctly with two players and recognizes when one of them wins. If you joined the class late, your deadline is extended by five days (from the baseline September 22 until September 27 at the latest). In this case, please tell us when you enrolled as a comment with your submission. Unfortunately, neither Courseworks nor SSOL will tell us.



**Points** 20

**Submitting** a website url

Due	For	Available from	Until
Sep 22, 2021	Everyone	Sep 1, 2021 at 12:01am	Sep 27, 2021 at 11:59pm

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