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## Final Codebook

In our repository, we have 4 files: .gitignore, PlayerClass.py, README.md, and board\_game\_spaces.txt.

- .gitignore was to specify intentionally untracked files that Git should ignore.
- PlayerClass.py is our final code script containing all the functions necessary as well as the main function in which the game runs. The game can be called from this file.
- README.md are the markdown files that describe a directory.
- Board\_games\_spaces.txt is the text file our code is meant to read to read the board for our game and keep track of where the players are in respect to the board.

[Link to slideshow for the game!](#)

Method/function	Primary author	Techniques demonstrated
__init__()	Sanjana Sankar	Regex/Optional parameters
parse_args	Glory Ndu	ArgumentParser class
__add__()	Lauren Rhoades	Magic method
__sub__()	Lauren Rhoades	Magic method
move()	Sanjana Sankar	Conditional expression
__repr__()	Lauren	Magic method, f-strings
__str__()	Sanjana Sankar	Magic method
__init__()	Glory	Magic method
__init__()	Sanjana Sankar	Magic method
add_person()	Sanjana Sankar	
main()	Sanjana Sankar	With statement, use of a key function (max and lambda function)

### Instructions:

To run this program from the command line, type “python3 FinalCode.py” to open the file. Then, the user will be asked for a number of players. Enter a number between 2

and 4. You will be prompted to enter names for all of these players and then the simulation will run. The winner will be displayed on the last line.