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INST 326
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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
<code>__init__()</code>	Sanjana Sankar	Regex/Optional parameters
<code>parse_args</code>	Glory Ndu	ArgumentParser class
<code>__add__()</code>	Lauren Rhoades	Magic method
<code>__sub__()</code>	Lauren Rhoades	Magic method
<code>move()</code>	Sanjana Sankar	Conditional expression
<code>__repr__()</code>	Lauren	Magic method, f-strings
<code>__str__()</code>	Sanjana Sankar	Magic method
<code>__init__()</code>	Glory	Magic method
<code>__init__()</code>	Sanjana Sankar	Magic method
<code>add_person()</code>	Sanjana Sankar	
<code>main()</code>	Sanjana Sankar	With statement, use of a key function (max and lambda function)

Instructions:

To run this program from the command line, type “python3 PlayerClass.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.