

Program Background & Goal





Calvinball is a fictional game created in the Calvin and Hobbes comic strip; the only rules of the game are that you can't play it the same way twice, and you don't question the masks that players wear.

A major challenge of this program is produced by the lack of set rules and actions, or even a definitive explanation of the game. The comic strip itself seems to have only featured Calvinball a few times, so my references are a bit limited.

My approach so far is building assembly files that hold game directions ("Hit *this* through wickets with a cricket bat") where *this* is defined in an alternate assembly file holding equipment (e.g. badminton birdie, soccer ball, pinecones).

Assembly Files

Rules.s

Contains a simple array of pointers to data quadword directions. The game source code passes a randomly generated number to the fil to call one of the defined directions.

Equipment.s

Contains a simple array of pointers to data quadword equipment. The game source code passes a randomly generated number to call for an item.

```
rules.s > No Selection
   section .text
   global _asmTest
   asmTest:
       mov rcx, rdi
                                                       s equipment.s > No Selection
       lea rdx, [rel _daRulz]
                                                             section .text
       mov rax, [rdx + 8*rcx]
                                                            global equip
       ret
                                                             eauip:
                                                                 mov rcx, rdi
   daRulz:
                                                                 lea rdx, [rel _equipment]
       dq _rule1
       dq _rule2
                                                                 mov rax, [rdx + 8*rcx]
       da rule3
       dq _rule4
                                                                 ret
19 _rule1:
                                                          13 equipment:
      db `Hit this through a wicket with a cricket b
                                                                 da birdie
                                                                 da soccer
   rule2:
                                                                 dq pinecone
      db `Throw this into a bucket.\0`
                                                                 da balloon
                                                                 dq racket
25 rule3:
                                                                 da horse
      db `Knock this into the Master Tree using a cr
                                                                 da bat
                                                                 dq softball
28 rule4:
                                                                 dq hose
      db `Bounce this on a tennis racket while jumpi
                                                                 dq rake
                                                            birdie:
                                                                 db `a badminton birdie\0`
                                                            soccer:
                                                                 db `a soccer ball\0`
                                                            pinecone:
                                                                 db `pinecones\0`
                                                             balloon:
```

C++ Files

The interactive portion of the program is contained in main.cpp and game.cpp. The class Player and function declarations are contained in the game.h header file.

```
main.cpp
                                                                         game.cpp
                                                                                                      main.cpp
                                                                                          main.cpp > No Selection
                                       agame.cpp ) No Selection
                                                                                            1 #include "game.h"
1 #ifndef game_hpp
                                         1 #include "game.h"
2 #define game hpp
                                                                                             3 int main(){
                                         3 //link to assembly functions
4 #include <iostream>
                                                                                                   Player you;
                                         4 extern "C" char* asmTest(long);
                                                                                                   std::cout << "Welcome to Calvinball! \n";
5 #include <random>
                                         5 extern "C" char* equip(long);
                                                                                                   menu();
   #include <sstream>
                                         7 Player::Player(){};
                                                                                                   long menuChoice = 0;
8 class Player {
                                                                                                   std::string entry = "";
       long _calvinBall = 0; //=1 if
                                         9 void Player::setPossession(long hold){
       std::string _score = ""; //sco
                                                                                                   while(true){
                                                calvinBall = hold;
                                                                                                       std::getline(std::cin, entry);
       long oppPole = 0; //=1 if opp
                                                                                                       std::istringstream iss(entry);
       long _boomerang = 0; //=1 if t
                                                                                                       if(iss >> menuChoice){
13 public:
                                         13 void Player::setOppPoleUse(){
                                                                                                           if(menuChoice == 1){
                                                _oppPole = 1;
                                                                                                               game(vou);
       void setPossession(long hold);
                                                                                                               break;
       void setOppPoleUse(); //change
                                         17 void Player::setBoomerangUse(){
                                                                                                           if(menuChoice == 2){
       void setBoomerangUse(); //char
                                                _{boomerang} = 1;
                                                                                                               std::cout << "The only rule is that you can't play it the
                                                                                                                    same way twice!\n" <<
       long getPossession() const;
                                                                                                                             "Make a choice:\n" <<
       long getOppPoleUse() const;
                                         21 long Player::getPossession() const{
                                                                                                                            "User Input: " << std::endl;
       long getBoomerangUse() const;
                                                return calvinBall;
                                                                                                               continue;
23 };
                                                                                                           if(menuChoice == 3){
25 void menu(); //menu text
                                         25 long Player::getOppPoleUse() const{
                                                                                                               std::cout << "Thanks for playing!" << std::endl;
                                                return _oppPole;
                                                                                                               return 0;
27 long choice(long max);//Random num
                                                                                                           else {
29 void game(Player you); //main game
                                         29 long Player::getBoomerangUse() const{
                                                                                                               std::cout << "That isn't an option. Please make a
                                                return _boomerang;
31 void getAsmDirection(); //get inpu
                                                                                                                   choice.\n" <<
                                                                                                                             "User Input: " << std::endl;
   void getAsmEquipment(); //get inpu
                                                                                                               continue;
                                                std::cout << "1) Start Game\n" <<
35 #endif
                                                             "2) Rules\n" <<
                                                             "3) Quit\n" <<
                                                             "User Input: " << std::endl
```

Conclusion, Comments, Complications

- The player is given choices of actions to take right now it is numeric selection. I may change it to text input from the player.
- Ultimately I would like to add conditional opportunities, like entering one of the game zones or acquiring the Calvinball
- The use of two assembly files is causing repeated segmentation faults the program will run, but at some point, it will throw a seg fault.

 Conundrum: admit defeat and use only one assembly file, replacing the other with a vector? Or persist in attempting to debug, thus using up time that could be spent making

more interesting, dynamic code?

