

TITLE:

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CSCI 101 Section A

Pegboard simulator

PROGRAM:

I intend to write a program that simulates playing the classic pegboard game, in which a board with a grid of hole is filled with pegs, leaving only one hole open. The game is played by taking a peg and “jumping” another peg into the empty hole. The jumped peg is then removed, leaving two open holes. The game is then repeated until there are no more possible moves. The game is scored by the number of remaining pegs, with 1 being the highest score. I intend to implement all the formal rules of the game, with the ability to select a premade board or import your own. Other possible features include a timing system, scoreboard, and different difficulties that can suggest moves for you

3a. EXECUTION

For the board selection to work correctly, the “boards” folder must be in the same directory as “egboard.py”. For board option 7, place the csv file in the “boards” folder and put in the file name (excluding “.csv”) in the program when prompted. Custom files must be formatted as the premade. Once a board is selected, it will be printed. An “i” represents a peg, and “o” a hole. The goal is to jump a peg over exactly one other peg, into a hole, removing the jumped peg. The end goal of the game is to remove all but a single peg. To play, first input the coordinates of the Jumping peg, then the jump direction (‘r’, ‘l’, ‘u’, ‘d’). An example first move on cross board would be “X:4 Y:6 u”).

3b REFLECTIONS

This project went well for me, as I started early so I did not feel rushed. I learned that while developing ideas for features is easy, implementing them often isn’t practical, and some features turn out to be less useful than initially planned. Even so, I am still happy with how my program came out, and learning to utilize several nested functions to create cleaner code was helpful