

Hydra Demo

The ./hydra executable will either take in no arguments or optionally take in one argument. The one argument “-testing” will be accepted for testing purposes. Once this argument is run as an argument with the executable, the game will prompt you to tell you that the testing mode has been activated. The testing mode is very similar to the actual game with one difference. In testing mode, each time the game is about to request “Your move?”, it will first allow you to choose the card value and suit type. When prompted for the card value, the game expects A, J, Q, K, 2 – 10 or Joker as a response. Similarly, when prompted for suit type the game expects S, H, C, or D. If the expected response is not given, the game will continuously prompt until an expected response. The game will also prompt for card value and suit type when a player has cut a head and is placing new heads, user is expected to input their desired new head card value and suit type to place on the board. When adding new heads, the game will prompt for both card value and suit type twice. *This is to double check with the user that the values they inputted are what they really wanted.* (I am just kidding this is a small bug I found but did not have time to fix and did not want to risk the program not compiling last minute. The user will just have to reinput their previous input). If “-testing” is not provided as an argument, the game will be played normally without prompting for a card value and suit type.

Two ways of properly invoking the game:

./hydra -testing	//testing mode initiated
./hydra	//normal mode

If the program is called correctly however the argument is written incorrectly the game will not run the testing mode and run normally. So long as you correctly pass the valid command line, testing mode will be initiated.