PIC 10C HW10 Screen Shots
Xiangyu Wang

Instruction:

Connect 5 Game A.K.A WU ZI QI

(1) There are two sides, one of them is Team Pig and the other side is Team Bird.
(2) **Use arrow key** to move the Qpoint indicating where you want place the next piece
(3) Each side takes turns in placing piece, use **SPACE Key** to play a piece
(4) The goal for both sides is trying o get 5 consecutive pieces like in graph below.
(5) There are more features waiting to be added

For this time, I implement the VERY IMPORTANT but DIFFICULT check functions. Which will check which side win.
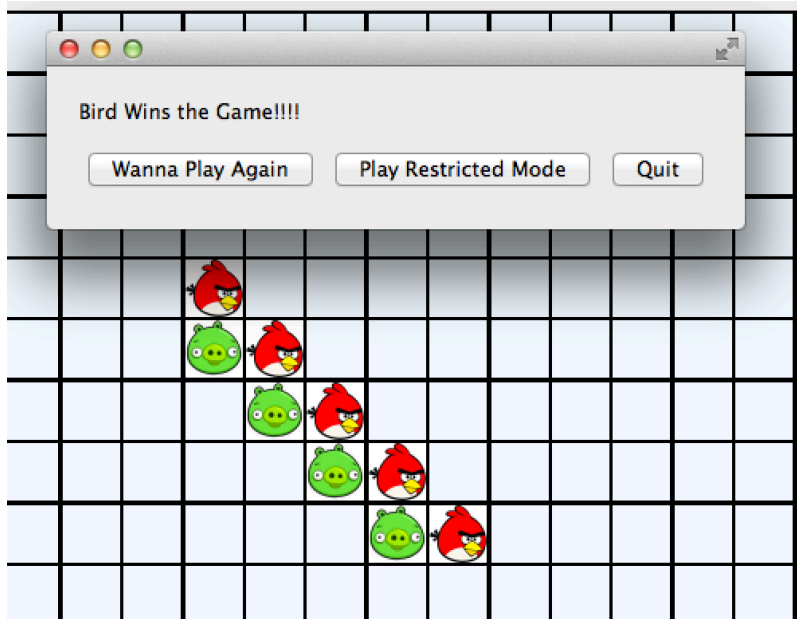
I also fixed the bug that you can place a piece on the top of an existing one. Also implement the check function. Look at the TITLE of the Window! It tells you which side wins the game.
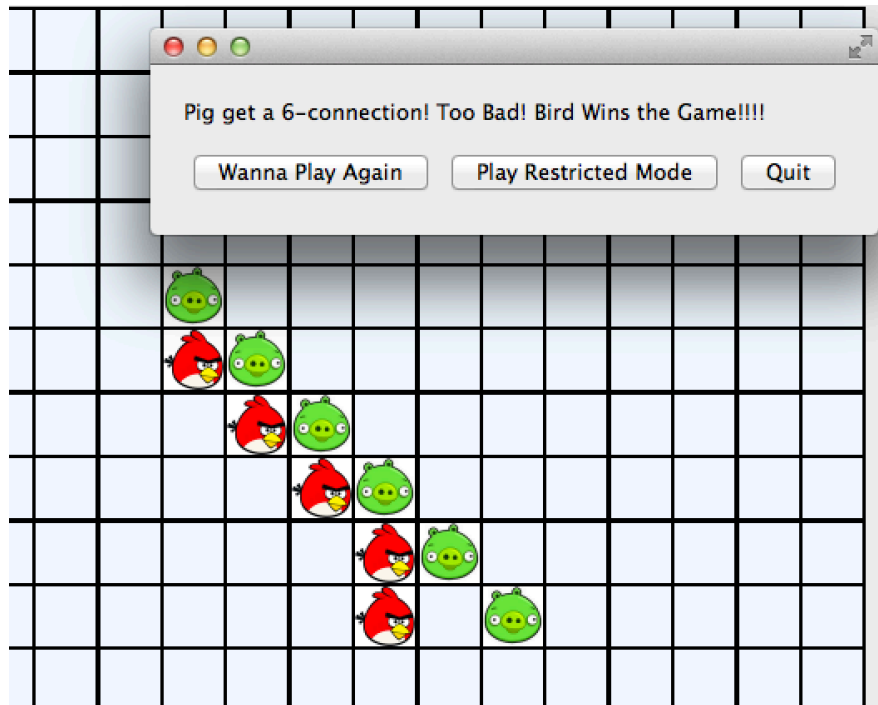
It checks horizontal, vertical and diagonal. Isn't that cool? In Qt, when accessing element outside the matrix of integer, the program will not crashes. This helps me a lot.

Pig Wins the Game!!!!

[Wanna Play Again] [Play Restricted Mode] [Quit]
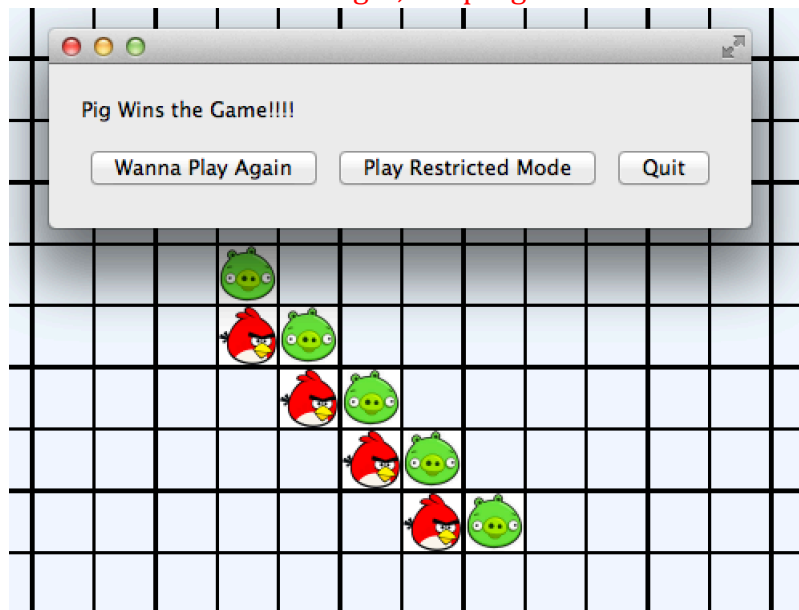
Same rules apply to bird in Free Mode

Bird Wins the Game!!!!

[Wanna Play Again] [Play Restricted Mode] [Quit]

In restricted mode, pig goes first and cannot do a 6-connection, which balance the game more.

However, since bird moves after pig, such restriction does not apply to bird. Bird can do a 6-connection and still wins the game.