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CS 35L

Chorus Lapilli Notes

after implementing the tic tac toe game, there were a few changes required to change it into a chorus lapilli game:

* first, I set up 3 turns for each player
  + each player can only have 3 pieces on the board at once, for a total of 6 pieces maximum at a time
  + if they already have 3 pieces, they must select a piece and then move it to a valid spot
    - check that the move is valid
    - check if there is a piece in the center
      * if there is, it must be moved
      * otherwise it must be a winning move
  + all of this was modified in the handleClick function to cater to the new rules in the game
* to move a piece
  + store previous spot in order to check if new space is valid
  + select an existing piece and turn it blank
    - like player “picked it up”
  + select a blank space that is a valid place to move (has to be adjacent to previous spot and cannot have a piece already there)
    - if the player selects the same square the piece was originally on, they still need to complete a move
    - change turns after every valid move
  + reject invalid moves