Duell

Python

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# Bug Report

# Data Structures/Classes

Classes:

* Tournament
* Die
* Board
* Game

# Log

* December 1, 2016
  + Worked on the set up of the game including the basic board in the starting position. The game generates a random number for the computer and the turn taking is implemented (2 hours)
  + The user is asked which die they want to move and some of the validation is done (2 hours)
  + Defined the following classes:
    - Tournament – get\_human\_score, get\_computer\_score, set\_computer\_score, set\_human\_score, set\_winner
    - Die – roll\_die, get\_frontal, get\_lateral, get\_top, get\_right
    - Board – print\_table, check\_partial, frontal\_path, validate\_move, lateral\_path
    - Game - begin\_game
* December 2, 2016:
  + Code refactoring (30 minutes)
* December 3, 2016
  + Debugging user move and completion of user input (2 hours)
  + Serialization – reading from a file and writing to a file (1 hour)
    - Defined the File class with the following functions:
      * write\_to\_file
      * read\_from\_file

# Screen Shots