

Sample Output screen

1. Menu screen -

```
Lilypad game
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D) Demonstration
P) Play game
R) Reset
E) Exit Game

Please enter your option: D
```

2. Demonstration

- **show valid /invalid moves** to the user with the clear explanation of rules of the game **Or** show **an example move for FROM and TO position** with a list of game rules

~~~~~ Demonstration ~~~~~

AIM OF THE GAME: Switch positions of the frogs(F) and toads(T) as shown-  
['F', 'F', 'F', '', 'T', 'T', 'T'] to ['T', 'T', 'T', '', 'F', 'F', 'F']

To move enter a FROM and TO position for each move-

For example from starting position ['F', 'F', 'F', '', 'T', 'T', 'T']-

FROM: 3

TO: 4

Gives ['F', 'F', '', 'F', 'T', 'T', 'T']

RULES:

- 1) Frogs can only move to the right and toads can only move to the left
- 2) The frog or toad can move one place into an empty space or jump over one other frog or toad to move into an empty space

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3. Playing the game with an option to reset or exit

3.1 Play with **FROM** and **TO** option for a valid move

```
Lilypad game
-----
D) Demonstration
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R) Reset
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Please enter your option: P

Position ['1', '2', '3', '4', '5', '6', '7']
Lilypad ['F', 'F', 'F', ' ', 'T', 'T', 'T']
Enter R -> Reset, E -> Exit Game,          in the from position
FROM: 3
TO: 4

Position ['1', '2', '3', '4', '5', '6', '7']
Lilypad ['F', 'F', ' ', 'F', 'T', 'T', 'T']
```

3.2 Invalid Move - Probable error statements → “Cannot jump over two toads/frogs”, “Frogs can move only on the right” and “Toads can move only on the left”

```
Position ['1', '2', '3', '4', '5', '6', '7']
Lilypad ['F', 'T', ' ', ' ', 'F', 'F', 'T', 'T']
Enter R -> Reset, E -> Exit Game,      in the from position
FROM: 4
TO: 3
Invalid input - Frogs can only move to the right
```

3.3 Reset Option - Resets to **start of the game** position

```
Position ['1', '2', '3', '4', '5', '6', '7']
Lilypad ['F', 'T', ' ', ' ', 'F', 'F', 'T', 'T']
Enter R -> Reset, E -> Exit Game,      in the from position
FROM: 4
TO: 3
Invalid input - Frogs can only move to the right
FROM: R

Position ['1', '2', '3', '4', '5', '6', '7']
Lilypad ['F', 'F', 'F', ' ', ' ', 'T', 'T', 'T']
Enter R -> Reset, E -> Exit Game,      in the from position
```

3.4 Quit/Exit option—Exits from the game

```
Position ['1', '2', '3', '4', '5', '6', '7']
Lilypad ['F', 'T', 'F', 'T', ' ', ' ', 'F', 'T']
Enter R -> Reset, E -> Exit Game,      in the from position
FROM: q
Bye, thanks for playing the LilyPad game
```

3.5 Winning the game - When frogs and toads have swapped their position the player wins.

```
Position ['1', '2', '3', '4', '5', '6', '7']
Lilypad ['T', 'T', 'T', 'F', ' ', ' ', 'F', 'F']
Enter R -> Reset, E -> Exit Game, Q ->      he from position
FROM: 4
TO: 5
```

```
Position ['1', '2', '3', '4', '5', '6', '7']
Lilypad ['T', 'T', 'T', ' ', ' ', 'F', 'F', 'F']
Enter R -> Reset, E -> Exit Game, Q ->      he from position
Congratulations, you have won the game!
```