



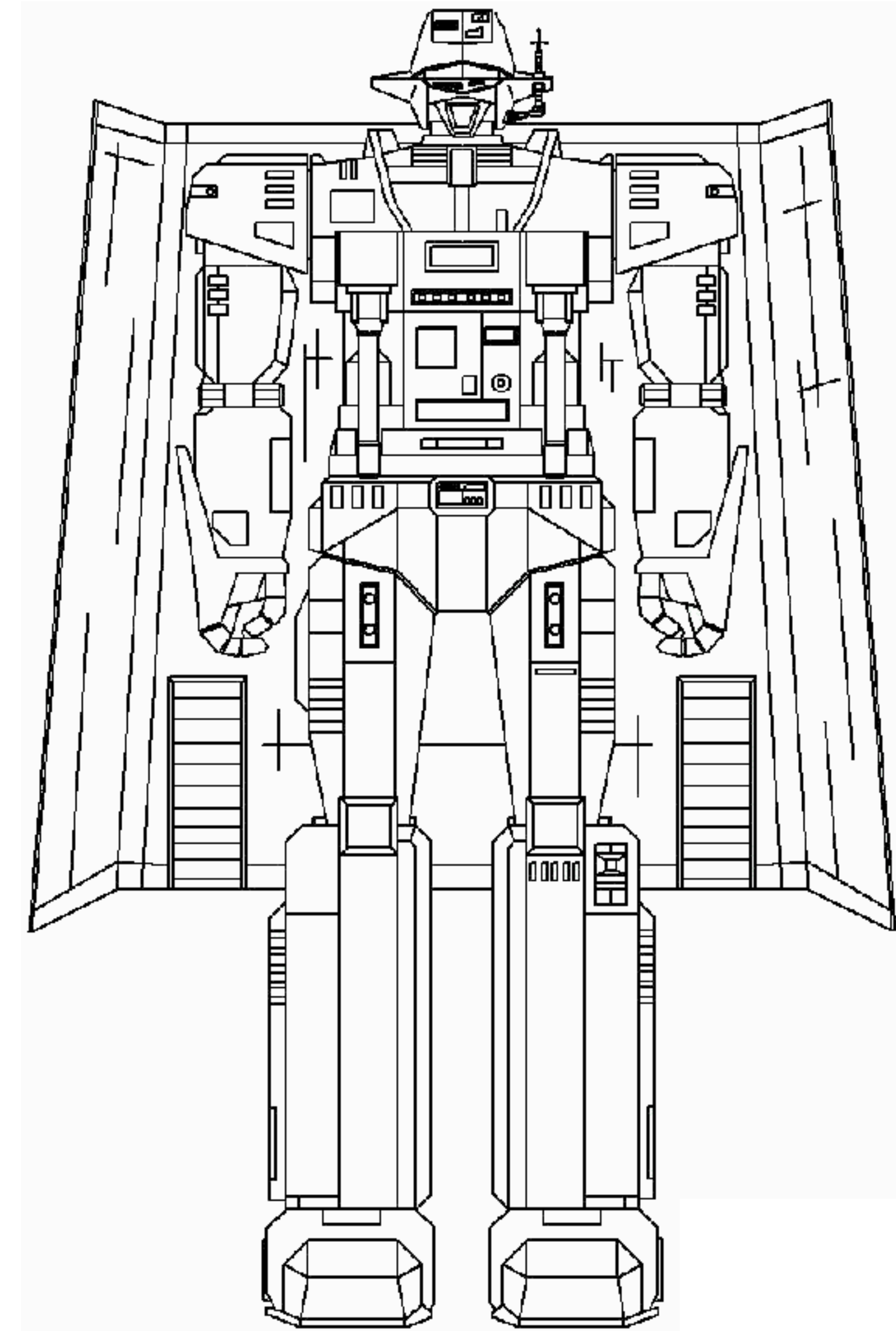
e2 code lab - 004

the towers of hanoi



next 60 mins

1. define the game interface together
2. each group starts implementing the game logic





towers of hanoi



roadmap:

- **build the game engine**
- build a graphical representation of the game state
- add drag and drop to elements so we can play the game in the browser
- allow more than 3 disks and develop an algorithm that solves the game for us



towers of hanoi



goal:

- place all disks in the right order on the third rod

rules:

- only one disk at a time
- a disk can only be placed on a bigger disk

coding time

