Design Game Board and Segmentaion of Game Board whit IDs

Mensch Project

by Iman Masroori

Game Board IDs						
column steps(j = 0 to j = 6)						
id = 1	id = 8	id = 15	id = 22	id = 29	id = 36	id = 43
id = 2	id = 9	id = 16	id = 23	id = 30	id = 37	id = 44
id = 3	id = 10	id = 17	id = 24	id = 31	id = 38	id = 45
id = 4	id = 11	id = 18	id = 25	id = 32	id = 39	id = 46
id = 5	id = 12	id = 19	id = 26	id = 33	id = 40	id = 47
id = 6	id = 13	id = 20	id = 27	id = 34	id = 41	id = 48
id = 7	id = 14	id = 21	id = 28	id = 35	id = 42	id = 49

row steps(i = 0 to i = 6)

Formolation: Convert id to row,col and vice versa

$$row = 80 *[(id+6)//7)-1]+132$$

$$column = 80 *[(id+6)\%7)]+56$$

This Project Pushed to GitHub Repository by Address:

https://github.com/imasroori/Mensch.git