

1. Lua command line game

This exercise is actually pretty simple: Write a small command line game using Lua!

You could, for example, implement a game such as “OXO”, “Battleship”, “Snake”, or “Sokoban”.

In the package *GEP_Exercise_01_Lua.zip* you can find a few tools that make this task easier:

LuaCmdGame.exe

This is a small framework for command line games which includes a basic game loop and the possibility to read keyboard commands. The Lua-file to be processed must be passed as a command line parameter. Alternatively, you can drag and drop an adequate Lua-file on *LuaCmdGame.exe* using the Windows Explorer.

EmptyCmdGame.lua

This is a basic Lua template which is compatible with *LuaCmdGame.exe*. You can use this file as basis for your own game. It also contains a brief overview of the available functions of the command line game framework.

Labyrinth.luab

This is an example game which can be played using *LuaCmdGame.exe*. The objective is to find your way through a small labyrinth. The game is controlled using the arrow keys.

The file contains Lua bytecode and is hence not readable with a text editor. Its sole purpose is to give you a general idea about what to do by providing a representative example.

Snake.luab

Another example game similar to *Labyrinth.luab*.