

Hydra Demo - Jenny Bai

The executable, `hydra`, will optionally take up to two command-line arguments for testing purposes. The first argument that will be accepted is a string, and if that string is “`-testing`”, testing mode will be activated. Testing mode will distribute less cards than in a regular game, but it differs from the `hydra` specifications (provided by the instructors) in that it doesn’t ask the user to set a value for the card drawn, as I didn’t have time to implement this. If “`-testing`” isn’t provided as the first command-line argument, if there are X players, the game will *randomly* shuffle together X standard decks of 54 and then distribute among the players. However, if “`-testing`” is provided as the first command-line argument, the game will only shuffle 1 non-standard deck composed of 80 cards (4 aces, 4 2’s, ..., 4 6’s, and 2 Jokers) and distribute this deck among the players. If “`-testing`” is provided, the user has the option to also pass an unsigned integer command-line argument representing a seed for random generation in the shuffle function so that game results are reproducible. If “`-testing`” is provided but a seed isn’t, the shuffle will be random. If “`-testing`” is not provided, the shuffle will be random.

Examples of appropriately calling the executable:

```
./hydra                # regular mode, random shuffle
./hydra -testing        # testing mode, random shuffle
./hydra -testing 4      # testing mode, seed = 4
```

Please don’t pass invalid command-line arguments (incorrect spelling, wrong type). If an unsigned int is not passed as the second argument, the behaviour is undefined.

By using testing mode, the TA may run the game by themselves and the game should finish within minutes (because less cards are distributed). I would suggest, in testing mode, using > 3 players so that the game finishes quickly. I also suggest trying invalid input (I spent a lot of time on those exceptions!). Have fun!