COMP105 Lecture 28

Assignment 3

Assignment 3

Assignment 3 is **out now**

▶ The handout is available on the Canvas site

The deadline is

Wednesday the 13th of January (week 12) at 12:00 midday

Assignment 3 – Mazes

```
#####################
# #                # #
# ####### ######### #
# #                 #
# ############# # ###
# #             #   #
# # ########### ### #
#   #           #   #
#####################
```

▶ Parts A and B: Build a maze game
▶ Part C: Solve a maze

Assignment 3 structure

Part A (worth 30%)
- Build the IO functions

Part B (worth 30%)
- Create the logic for the game

Part C (worth 40%)
- Build a program that solves a maze

Assignment 3 structure

Downloads
- ▶ `a3windows.zip` for Windows users
- ▶ `a3unix.zip` for Mac/Linux users

Contains
- ▶ `Main.hs` template file
- ▶ Example mazes for testing

Penalties

There is a **5% penalty** for not following these guidelines:

- ▶ Your code should compile with no errors

- ▶ Do not alter the type signatures in the template file in any way

- ▶ Leave the stub error-messages if you do not answer a question

`Checker3.hs` is available for Assignment 3