



RYATTAGROUP

Captain's Mistress Workshop

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Captain's Mistress Workshop

During his long sea voyages, Captain Cook would retire to his cabin for extended periods. The crew used to joke that he had a mistress hidden away there. They soon discovered that the Captain had been playing a game with the ship's scientist.

The game came to be known as
'The Captain's Mistress'.

Rules of Captain's Mistress

1. The game consists of balls and a rack.
2. There are 2 coloured sets of 21 balls each, coloured black and white.
3. The rack has 7 channels (columns) and 6 rows.
4. The rack is oriented vertically so that the balls create 7 stacks.
5. Two players take turns dropping balls into the channels.
6. A ball falls until it lands on top of the existing stack, or the bottom of the rack.
7. Players cannot drop balls into channels that are full.
8. The winner is the first player to create a line of four balls in any direction.

Do you recognize it?



Masters Traditional Games

RYATTAGROUP



7-Adult

2-Players

A MB Game

Manufactured under licence with
Milton Bradley Company
U.S.A. by

WORLD
GAMES
COMPANY LTD.
AUCKLAND, N.Z.



Connect Four

VERTICAL CHECKERS GAME



1 Players alternate dropping checkers down slots.



2 Each player tries to outwit his opponent.



3 Four in a row wins:
across, up-and-down,
or diagonally.

Our needs from the very high-level

- *The Game and 2 Players:*
- *The Game entity*
 - manages the game board,
 - enforces the rules (including flow of play), and
 - game state (including winning conditions).
- *The Player entity*
 - answers the question: what is your next move?
 - The Player entity will want to ask questions about the game state in order to make decisions about the next move. How do Players ask questions? Through an API!



Divide and conquer

Split up into three teams:

- 1. Strategy Team 1*
- 2. Strategy Team 2*
- 3. Game Core Team*

Plan for development

Phase 1

- Game Core Team - use TDD to develop the game components
- Strategy Team 1 & 2 - research play strategies

Phase 2

- All - work together to define the API

Phase 3

- Game Core Team - build the API
- Strategy Team 1 & 2 - implement several strategies using the API

Phase 4

- All - pit players against each other and play!

Useful resources

Game Core Team

- <https://www.pivotaltracker.com/n/projects/1396446>

Strategy Teams

- <http://gizmodo.com/heres-how-to-win-every-time-at-connect-four-1474572099>
- https://en.wikipedia.org/wiki/Connect_Four