

The Turtle Challenge - FAQs

- ___ There are no "game-settings" and "moves" input files provided. ie. I will create my own examples and the team would then pass their own input files upon technical review?
- ___ "There are no restrictions or requirements on how to model the game settings and the sequences of moves." - does this imply I can expect ANY file of ANY input and I must try to cater for as many formats as possible?
- ___ If 2. is not true, I'm assuming the inputs are text files? can you briefly describe the format I can expect within these files, for example, is it comma separated values for "moves.txt" showing moves and rotations?
 - ___ m,m,r,m,r,m,m
- ___ A front end display does not seem to be required. It seems like it is a simple command line application with logging output results, correct?
- ___ Am I allowed to know the limits of the nxm tiles? ie. $1 < n < 10000$?

Answers

- ___ Correct, the choice of file formats is taken into account, you can choose an existing format or create your own. They should be easy to run, so providing examples will help.
- ___ Don't need to support every format, choose one and call it out as a decision.
- ___ See 1
- ___ The program needs to run from console with the interface specified, input files are command arguments and output to standard output
- ___ You can make assumptions on the size of the board, if so please call them out.