

Demos:

On saving / Loading:

The following will show screenshots of demo scenarios to be tested for the watopoly game. Loading and saving works as the spec demands, however save files have a few additions. Mainly, every player has an int which represents their DC tims line state. A -1 means that they are not stuck there, while positive values represent how many turns the player is stuck there. A value of 0 means they were just put there. Also, at the end of the file, a string of the player's name in the last line tells the load method in I/O to record the current player's name. So to change a generic save file to our version, the current player's name needs to be added at the bottom and the int state of the player with regards to DC tims line.

What works / What doesn't:

Some features may have undiscovered bugs. Some bugs regarding going to DC tims line after 3 doubles may arise, or may not work at all depending on how the game state was created. The display and observer mechanic should be solid, and as long as valid games are played and loaded into the game then it should properly display scenarios. Roll and next are extremely solid, and so is the -testing argument, which should work with no hiccups. Buying property should work with no problems, and if the player doesn't have enough money, the game should stop you from completing the purchase. You can pass up buying property but the auction mechanic may not work correctly. What does work is entering "end" without any bids made, which will properly skip the auction stage without crashing or ruining the game state.

2
Insert player name.
John
Insert symbol name. Avaible symbols: \$ B D G L P S T
\$
Added player "John" to the game!
Insert player name.
Sarah
Insert symbol name. Avaible symbols: B D G L P S T
S
Added player "Sarah" to the game!
Current turn: John

Goose Nesting		NEEDLES HALL			V1			CIF		GO TO TIMS
	EV1		EV2	EV3		PHYS	B1		B2	
OPT										EIT
BMH										ESC
SLC										SLC
LHI										C2
UWP	<div># # #### ##### ##### ##### ##### # # # ##### # # # ##### # # # # # # # # # # # # # ##### # # # ##### # ##### ##### #</div>									REV
CPH										NEEDLES HALL
DWE										MC
PAC										COOP FEE
RCH										DC
DC Tims			NEEDLES HALL		MKV	TUITION		SLC		COLLECT OSAP
Line	HH	PAS		ECH			ML		AL	\$S

For a list of all the commands you can use, type "help".
roll
You rolled: 4 + 4 = 8
Landed on tile: PAS
You have the option to buy "PAS".
Type "buy", or "pass" respectively.

This is the roll demo, as you can see the number that the person moved is two dice rolled.

Goose Nesting		NEEDLES HALL			V1			CIF		GO TO TIMS
	EV1		EV2	EV3		PHYS	B1		B2	
OPT										EIT
BMH										ESC S
SLC										SLC
LHI										C2
UWP										REV
										NEEDLES HALL
CPH										MC
DWE										COOP FEE
PAC										DC
RCH										COLLECT OSAP
DC Tims Line			NEEDLES HALL		MKV	TUITION		SLC		
\$	HH	PAS		ECH			ML		AL	

#

#

#####

#

#

For a list of all the commands you can use, type "help".

buy

Nothing to buy.

This is the demo of landing on DC Tims Line but not landing there.

This is the buy demo.

Current turn: John											
Goose Nesting		NEEDLES HALL			V1			CIF		GO TO TIMS	
	EV1		EV2	EV3		PHYS	B1		B2		
OPT											EIT
BMH											ESC
SLC											SLC
LHI											C2
UWP	<div># # #### ##### ##### ##### #### # # # ##### # # # ##### # # # # # # # # # # # # # # ##### # # # ##### # ##### ##### #</div>										REV
CPH											NEEDLES HALL
DWE \$											MC
PAC											COOP FEE
RCH											DC
DC Tims Line			NEEDLES HALL		MKV	TUITION		SLC		COLLECT OSAP	
	HH	PAS		ECH			ML S		AL		
For a list of all the commands you can use, type "help".											
next											
Current turn: Sarah											

This is the next demo.

Goose Nesting	EV1	NEEDLES HALL	EV2	EV3	V1	PHYS	B1	CIF	B2	GO TO TIMS
OPT										EIT
BMH										ESC
SLC										SLC
LHI										C2
UWP										REV
CPH										NEEDLES HALL
DWE										MC
PAC										COOP FEE
RCH										DC
DC Tims Line	HH	PAS	NEEDLES HALL	ECH	MKV	TUITION	ML S	SLC	AL	COLLECT OSAP

For a list of all the commands you can use, type "help".

This is a demo for passing thru OSAP and collecting 200 dollars.

Auction for "EV2" has begun. Starting bidding at \$0.
 To bid, type "bid <name> <amount>". Type "end" to end the bidding.

Goose Nesting	NEEDLES HALL	EV2 \$	EV3	V1	PHYS	B1	CIF	B2	GO TO TMS
OPT									EIT
BMH									ESC
SLC									SLC
LHI									C2
UWP									REV
CPH									NEEDLES HALL
DWE									MC
PAC									COOP FEE
RCH									DC
DC Tims Line	HH	PAS	NEEDLES HALL	ECH	MKV	TUITION	SLC	AL	COLLECT OSAP
S									

For a list of all the commands you can use, type "help".
 bid EV2 10

This is a bidding demo.

Goose Nesting		NEEDLES HALL		V1		CIF		GO TO TMS
	EV1		EV2 \$	EV3		PHYS	B1	B2
OPT								EIT
BMH								ESC
SLC								SLC
LHI								C2
UWP	<div style="border: 1px solid black; padding: 5px; text-align: center;"> # # #### #### #### #### # # # # # # # # # # # # # # # # # # # #### # # # #### # # # #### # # # # # # # # # # # # # #### # # # #### # #### #### # </div>							REV
CPH								NEEDLES HALL
DWE								MC
PAC								COOP FEE
RCH								DC
DC Tims Line		NEEDLES HALL		MKV	TUITION	SLC	COLLECT OSAP	
S	HH	PAS	ECH		ML	AL		

For a list of all the commands you can use, type "help".
save save1
Game has been saved to file: "save1"

This is a save demo, the game have to saved to save1 in the folder

```
➔ ../code/watopoly -load trialstuff
-----
| Goose | NEEDLES | V1 | CIF | GO TO |
| Nesting | HALL | EV2 | EV3 | PHYS | B1 | B2 | TIMS | | |
|---|---|---|---|---|---|---|---|---|---|
| OPT | | | | | | | EIT |
|-----|-----|-----|-----|-----|-----|-----|
| BMH | | | | | | | ESC |
| $ | | | | | | | SLC |
| SLC | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|
| LHI | | | | | | | C2 |
|-----|-----|-----|-----|-----|-----|-----|
| UWP | | | | | | | REV |
|-----|-----|-----|-----|-----|-----|-----|
| L | | | | | | | NEEDLES |
|-----|-----|-----|-----|-----|-----|-----|
| CPH | | | | | | | HALL |
|-----|-----|-----|-----|-----|-----|-----|
| DWE | | | | | | | MC |
|-----|-----|-----|-----|-----|-----|-----|
| PAC | | | | | | | COOP |
|-----|-----|-----|-----|-----|-----|-----|
| RCH | | | | | | | FEE |
|-----|-----|-----|-----|-----|-----|-----|
| DC Tims | | | | | | | DC |
| Line | | | | | | | COLLECT |
| HH | PAS | HALL | ECH | MKV | TUITION | II | SLC | II | OSAP |
|-----|-----|-----|-----|-----|-----|-----|-----|
| For a list of all the commands you can use, type "help". |
```

This is a version of the game which has improvements on the Arts1 Block with 2 improvements. This can be found in the save file “ArtsImproved”

Goose		NEEDLES			V1	I		CIF	III	GO TO
Nesting	EV1	HALL	EV2	EV3		PHYS	B1		B2	TIMS
OPT										EIT
BMH										ESC
\$										SLC
SLC										
LHI										C2
UWP										REV
L										
										NEEDLES
CPH										HALL
										IIIII
DWE										MC
PAC										COOP
										FEE
										IIII
RCH										DC
DC Tims		NEEDLES			IMKV	TUITION	II	SLC	III	COLLECT
Line	HH	PAS	HALL	ECH			HL		AL	OSAP
For a list of all the commands you can use, type "help".										

This file shows how an arbitrary number of improvements can be made without crashing the game. Improvement levels from 0 to 5 are shown.

```
-->
--> ../code/watopoly -testing
Welcome to watopoly!
Enter number of players (min: 2, max: 8):
8
Insert player name.
Mom
Insert symbol name. Available symbols: $ B D G L P S T
$
Added player "Mom" to the game!
Insert player name.
Dad
Insert symbol name. Available symbols: B D G L P S T
T
Added player "Dad" to the game!
Insert player name.
Karim
Insert symbol name. Available symbols: B D G L P S
B
Added player "Karim" to the game!
Insert player name.
Alex
Insert symbol name. Available symbols: D G L P S
D
Added player "Alex" to the game!
Insert player name.
John
Insert symbol name. Available symbols: G L P S
G
Added player "John" to the game!
Insert player name.
TA
Insert symbol name. Available symbols: L P S
L
Added player "TA" to the game!
Insert player name.
Justin
Insert symbol name. Available symbols: P S
P
Added player "Justin" to the game!
Insert player name.
Kiddo
Insert symbol name. Available symbols: S
S
Added player "Kiddo" to the game!
Current turn: Mom
```

Goose		NEEDLES			IV1		CIF		GO TO
Nesting		HALL							TIMS
	EV1		EV2	EV3		PHYS	B1	B2	
OPT									EIT

This screenshot shows how, while adding players, the display is updated to show what symbols are available to pick from. Not just that, but adding invalid names or symbols do not ruin the game initialization, and in fact the game will perform an infinite loop of retries until you give it a valid name/symbol. This way, no valid information ever needs to be inputted more than once.

roll
You rolled: 3 + 2 = 5
Landed on tile: Needles Hall
You lose \$50

Goose Nesting		NEEDLES HALL		V1		CIF		GO TO TIMS
	EV1		EV2 S	EV3	PHYS	B1	B2	
OPT								EIT
BMH								ESC
SLC								SLC
LHI								C2
UWP	<div># # #### ##### ##### #### ##### ##### # # # ##### # # # ##### # # # # # # # # # # # # # # ##### # # # ##### # ##### ##### #</div>							REV
CPH								NEEDLES HALL
DWE								\$
PAC								MC
RCH								COOP FEE
DC Tims Line	HH	PAS	NEEDLES HALL	ECH	MKV	TUITION	SLC	COLLECT OSAP
						ML	AL	

For a list of all the commands you can use, type "help".

This is a demo of when a player is landed on needles hall and had to pay 50 dollars.

For a list of all the commands you can use, type "help".
bif
Invalid command.
bid Sarah 200
Highest Bid: \$200 by "Sarah".
next
Cannot end turn right now.
end
"Sarah" won the auction of "EV2" with the highest bid of \$200.

Goose Nesting		NEEDLES HALL			V1			CIF		GO TO TIMS
	EV1		EV2 \$	EV3		PHYS	B1		B2	
OPT										EIT
BMH										ESC
SLC										SLC
LHI										C2
UWP	<div># # #### ##### ##### ##### # # # # # # # # # # # # # # # # # ##### # # # ##### # # # ##### # # # # # # # # # # # # # ##### # # # ##### # ##### ##### #</div>									REV
										NEEDLES HALL
CPH										
DWE										MC
PAC										COOP FEE
RCH										DC
DC Tims Line			NEEDLES HALL		MKV	TUITION		SLC		COLLECT OSAP
S	HH	PAS		ECH			ML		AL	

For a list of all the commands you can use, type "help".
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This is a bidding auction example, as you can see the person sarah have win the bidding war.