Assignment 1

The purpose of this project is to implement a fun text based game.

The game itself is consisted of a 16 by 16 grid that is partially filled with “stones”. The procedure of filling the grid is not very complicated. You need to fill 100 of 256 cells with “stones”. In the process of randomly filling the grid you cannot leave stones “alone” meaning that each stone has to have at least one adjacent cell that is filled with a stone too. Each grid cell can have only one stone. The game itself is easy too, each stone can travel only over one other stone and once this happens the stone that you traveled over is eliminated from the grid. The best score is the smallest number of stones which are left on the grid.

Requirements:

1. I need you to create a class for CELL and a class for GRID itself. (Hint: Class Grid could have an array of cells). (20 marks)

2. In order to implement the user interface you need to input the row and the column of the stone that you want to move and where you want to move it, and if it’s possible you need to move the stone, eliminate the one that you skipped over and redraw the grid (In text mode of course) (30 marks)

3. I need you to analyze your “Move function” and find out the order of your algorithm just like what I did in the class at the end of our first session.(10 marks)

Game play and collision detection (40 marks)

Good luck