**COMP 345 DEMO command**

2.2.1 The tournament command can be entered either from the console or from a file.

2.2.3 Map files are loaded and validated as a result of executing a tournament command.

2.2.4 Players are created as a result of executing a tournament command.

2.2.5 The specified number of games are executed with all the players specified as a result of executing a tournament command. (look at the result)

2.2.7 The games in a tournament all play witout any user interaction.

console

tournament M europe.map kosova.map P Cheater Neutral Aggressive Benevolent G 2 D 10

file tournament.txt

2.2.2 Invalid tournament commands are rejected.

tournament M eu.map P s1 G 10 D 100

// if one of the files cannot be loaded, exit game line 193

// if one of the map's connectiviy is invalid, exit game line 197

2.2.6 The played games end as a draw after the specified number of turns have been played without a winner. (take out the cheater, search for “ROUND” in console display)

tournament M europe.map kosova.map P Neutral Aggressive Benevolent G 2 D 10

2.2.12 Driver clearly demonstrates the tournament command can be processed and validated by the CommandProcessor, and executed by the GameEngine, resulting in a tournament being played as described above.

GameEngine LINE 160

1.2.11 Driver that demonstrates that different players can be assigned different strategies that lead to different behavior using the Strategy design pattern.

1.2.13 Driver that demonstrates that the human player makes decisions according to user interaction, and computer players make decisions automatically, which are both implemented using the strategy pattern.

file command2.txt

Welcome to Warzone, luiza! Your strategy is Human

1.2.12 Driver that demonstrates that the strategy adopted by a player can be changed dynamically during play.

file command3.txt

system(“pause”) [orders line 499]