Arbejdsblade for vejledermøde 20.02.13

Gruppe d402f13

15th April 2013

```
// An implementation of the traditional
// Noughts and Crosses game
type NacGame[] extends Game["Noughts and Crosses"] {
  define players = [NacPlayer[Crosses], NacPlayer[Noughts]]
  define board = GridBoard[3, 3]
}
type NacPlayer[$pieceType] extends Player[] {
  define winCondition[$gameState] =
    0 != size[findSquares[
      /friend (n friend n) | (e friend e) |
               (nw friend nw) | (ne friend ne ) friend/,
      $gameState]]
  define tieCondition[$gameState] =
    isFull[$gameState.board]
  define actions[$gameState] =
    addActions[$pieceType[this], $gameState.board.emptySquares]
}
type Crosses[$owner] extends Piece[$owner]
type Noughts[$owner] extends Piece[$owner]
```