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Progress Report

Parcheesi Game

At the moment I have a functioning Parcheesi game that allows for the different types of rolls for each human and computer player and shows the board at the end of each turn. I have been adding functionality one item at a time as instructed by my peer leaders and am currently working on a loop to be able to play the game again as many times as the user would like, and a tally to show how many games have been won by each player. I have separated my code into two files, with one containing the classes and subclasses, and the other containing the functions (main and others).

My algorithm has changed because I realized that I needed to make another method for rolling in general with statements that would send the roll to the appropriate method rather than including all of this in the main function. I will be making changes to reflect this in my proposal shortly. Also, I will be adding the additional functionality ideas that I come up with such as those mentioned in the previous paragraph.

It has been very interesting working on this project. I started it a couple of weeks before the proposal, but my design was with parallel arrays. I rewrote all the code using object-oriented programming for the player and player position and methods for each type of roll and the code is much simpler and cleaner, and it is far easier to add another human or computer player to the code than it would have been with parallel arrays (what a nightmare that would be). I am beginning to feel much more comfortable with objects, which is fantastic.

Finally, I am still working on my console UI and trying to make things cleaner and more legible. Most of my content is on screen text, and I am working to separate turns info and to display enough info to the user without overwhelming them. I think that I will add what type of roll the user is doing and why. At this point, I have a functioning prototype and am enjoying adding as much functionality to it as I can (time permitting).