

Two more text games

For these two simple games, focus on using some of the ideas of good design we talked about. Make sure your code is DRY, don't have any magic numbers, and try to create useful methods that encapsulate logically distinct sub-parts of your overall algorithm.

(1) 4-pile NIM

Here is how 4-pile NIM works. Before the game starts, player 1 enters a positive integer; let's call it n . The game starts with 4 piles of n coins. Two players take turns. Each player can take as many coins as they wish off the top of any of the stacks (including taking the entire stack). They cannot take from more than one stack in their turn. The player to take the last coin wins.

(2) RPS

This is standard rock-paper-scissors. If you wish, you may implement rock-paper-scissors-lizard-spock, instead.

Bonus: Create a smarter computer player for any of these games.