

# FIT1002

## Assignment 2 – Part 2

This document specifies the requirements of part 2 of Assignment 2.

The assignment is marked out of 100. Part 1 is worth 75 marks and part 2 is worth the remaining 25 marks.

Assignment 2 (part 1 and part 2) contributes 15% of your final mark for FIT1002

### Submission Instructions:

Deadline: Submit your Assignment 2 solution via Moodle by Friday 27th May 5pm EST.

Compress your completed Assignment Coversheet, java files and any word documents required into ONE .zip file. Name the file A2-NNNNNNNN.zip (where NNNNNNNN is your student number). Failure to comply with any of these requirements will result in a reduction of your final mark for the assignment.

Assessment will be a combination of marking code and an interview (for on-campus students). Your campus coordinator will announce the arrangements for interviews. Failure to attend your interview will result in a fail for Assignment 2.

### Assignment 2 Part 2 Tasks:

Complete the following advanced tasks:

- a) Using arrays capture the history of each game and report this history at the conclusion of each game (see dump2.txt). **[7 marks]**
- b) After the user has indicated they wish to play a game allow for an Auto-Play choice. If this is selected the game should be played automatically until the Snark is killed or the allowed 5 moves are taken. The shot coordinates at each step should be calculated to be approximately half the distance between the location of the last shot and the location of the Snark (see dump2.txt). The initial shot should be at (5, 5). **[8 marks]**
- c) Allow for the inclusion of a minimum of 1 and maximum of 5 rocks in the swamp. The number of rocks and their location in the swamp should be determined randomly at the start of each game. If a rock lies between the current shot and the Snark along the x or y direction the hint for the next shot should be suppressed and replaced with the message "The Snark is hidden right now!". You should use array(s) to store the locations of the rocks. **[10 marks]**

Note on dump2.txt: The dump shows 5 Auto-play games. It also shows what the history dump of a game should look like. A history dump is required for both auto-play and manual-play games.