

CS252:BOX FILLING GAME

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Abstract

Box filling game

1 Problem Statement

In this game there are dots at rectangular positions and each person draws a line between 2 points either horizontally or vertically, if it makes a square/rectangle (i.e. joining 4 nearby dots) then same person get the chance to draw another line. The person who made most number of squares/rectangles wins the game.

2 Method Used and Explanation

Here Python is used as programming language. Multiple player can play this game by putting line between two points one by one. So finally person who have most number of squares won the match. It takes number of dots player want and number of players from terminal. maximum 4 player can play at a time.

I define a class for every player with two function one initializing player and second for update it. Tkinter is used for frame and message box. I divided the frame in two parts one for result and other for as game dots. when user click between two dots a line appear and turn goes to 2nd player and so on. Everytime when a new box made it check for game is finished or not and finally shows result of game when game over.

3 Results

Results of game is shown by a message box
For some input output is as follow:

Table 1: Nonlinear Model Results		
Serial no.	Case	output
1	player >5 or <2	Takes input again
2	Normal Termination	winner name and full score
3	Equal square	All players having draw

4 Conclusions and Improvements

So we can play this game just compiling source code of python file and Enjoy the game with friends.

This game further be improved by taking input for game screen not from terminal and can be modified as a webgame using pyjs or other tools.