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## Lab2-Going further

discussion posted 2 years ago by [mschnabel777](#)

I'm a bit lost in the going further Lab2. I don't know how to access the maze structure. In pyrat.py line 91 there is the call:

```
maze, player1_location, player2_location, pieces_of_cheese = q_in.get()
```

But the maze variable only contains a tuple (4,4) (called pyrat.py with -x 5 -y 5 ...) which describes the size of the maze. How can I access the contents (vertexes) for building my BFS? The maze variable is later passed to the preprocessing function in line 95 where I want to build my BFS:

```
preprocessing(maze, width, height, player1_location, player2_location, pieces_of_cheese, preparation_time)
```

Shouldn't the maze variable be a dictionary?

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2 responses

[vgripon](#) (Staff)

2 years ago

The only functions you should modify here are the turn functions. Normally, when they are called they contain a dictionary for **mazeMap**.

Try running

```
python pyrat.py --rat AIs/template.py
```

It shows the content of each variable.

Add a comment

[mschnabel777](#)

2 years ago

Thanks, I've tried:

```
python3 pyrat.py --rat AIs/template.py --mud_density 0 --pieces 1 -x 5 -y 5
```

But still the mazeMap variable looks like a tuple. Only the piecesOfCheese looks like a dictionary. The maze window is shown correctly but how can I access the contents(vertexes) of the mazeMap? For the game progress I guess it's not important passing the maze structure to the player process, specially for human players. Other thing to mention, the --pieces parameter is used with 1, and it looks like a list of cheeses in pieceOfCheese variable, rat is not that hungry ;) Oh, maybe the maze structure is in this variable? :

```
pygame 1.9.4
Hello from the pygame community. https://www.pygame.org/contribute.html
Using seed 5658125427171247406
[mazeMap] (4, 4)
[mazeWidth] 5
[mazeHeight] 5
[playerLocation] [(2, 2)]
[opponentLocation] (0, 0)
[piecesOfCheese] {(0, 0): {(1, 0): 1, (0, 1): 1}, (0, 1): {(0, 2): 1, (0, 0): 1}, (0, 2): {(0, 1): 1, (0, 3): 1}, (0, 3): {(0, 2): 1}, (0, 4): {(1, 4): 1}, (1, 0): {(0, 0): 1, (2, 0): 1}, (1, 1): {(1, 2): 1}, (1, 2): {(2, 2): 1, (1, 1): 1}, (1, 3): {(2, 3): 1, (1, 4): 1}, (1, 4): {(0, 4): 1, (1, 3): 1}, (2, 0): {(2, 1): 1, (1, 0): 1}, (2, 1): {(3, 1): 1, (2, 2): 1, (2, 0): 1}, (2, 2): {(1, 2): 1, (3, 2): 1, (2, 1): 1, (2, 3): 1}, (2, 3): {(1, 3): 1, (2, 2): 1, (2, 4): 1}, (2, 4): {(2, 3): 1, (3, 4): 1}, (3, 0): {(4, 0): 1, (3, 1): 1}, (3, 1): {(2, 1): 1, (3, 0): 1}, (3, 2): {(2, 2): 1, (3, 3): 1}, (3, 3): {(3, 2): 1}, (3, 4): {(4, 4): 1, (2, 4): 1}, (4, 0): {(3, 0): 1}, (4, 1): {(4, 2): 1}, (4, 2): {(4, 3): 1, (4, 1): 1}, (4, 3): {(4, 2): 1, (4, 4): 1}, (4, 4): {(3, 4): 1, (4, 3): 1}}
[timeAllowed] 2000
```

Thanks for your help and time!

...

Here is the output I obtain with the same line you used:

```
<b>[mazeMap]</b> {(0, 0): {(1, 0): 1}, (0, 1): {(0, 2): 1, (1, 1): 1}, (0, 2): {(0, 1): 1}, (0, 3): {(1, 3): 1}, (0, 4): {(1, 4): 1}, (1, 0): {(0, 0): 1, (1, 1): 1}, (1, 1): {(1, 2): 1, (0, 1): 1, (1, 0): 1}, (1, 2): {(1, 1): 1, (2, 2): 1}, (1, 3): {(0, 3): 1, (2, 3): 1, (1, 4): 1}, (1, 4): {(1, 3): 1, (0, 4): 1}, (2, 0): {(2, 1): 1}, (2, 1): {(3, 1): 1, (2, 2): 1, (2, 0): 1}, (2, 2): {(2, 1): 1, (2, 3): 1, (3, 2): 1, (1, 2): 1}, (2, 3): {(1, 3): 1, (2, 2): 1, (2, 4): 1}, (2, 4): {(2, 3): 1}, (3, 0): {(3, 1): 1, (4, 0): 1}, (3, 1): {(4, 1): 1, (2, 1): 1, (3, 0): 1}, (3, 2): {(3, 3): 1, (2, 2): 1}, (3, 3): {(3, 2): 1, (4, 3): 1, (3, 4): 1}, (3, 4): {(4, 4): 1, (3, 3): 1}, (4, 0): {(3, 0): 1}, (4, 1): {(3, 1): 1}, (4, 2): {(4, 3): 1}, (4, 3): {(4, 2): 1, (3, 3): 1}, (4, 4): {(3, 4): 1}}
<b>[mazeWidth]</b> 5
<b>[mazeHeight]</b> 5
<b>[playerLocation]</b> (0, 0)
<b>[opponentLocation]</b> (4, 4)
<b>[piecesOfCheese]</b> [(2, 2)]
<b>[timeAllowed]</b> 2000
```

That is quite an interesting difference with your output. Could you clone again the repository (or download from the github) to make sure that you did not change any file, then try again? If you still encounter issues, I would like to know what your system configuration is (your operating system, your version of python...).

posted 2 years ago by [vgripon](#) (Staff)

...

After downloading the repository again, I have the same output. Thanks!. Looks like I screwed something up.

posted 2 years ago by [mschnabel777](#)

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