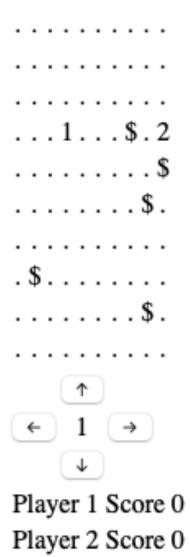
Lab 7 Overview

User Interface

	•	•	•	•	•	•	•	•	•		
			1				\$		2		
									\$		
								\$			
	\$										
								\$			
P	า	v	eı		1	•	-	•	•		
Player 1											
P	Player 2										
P	la	ıy	eı	r i	1	S	cc	r	e		
P	la	ıy	eı	r 2	2	S	cc	r	e		

http://127.0.0.1:8000/game/



http://127.0.0.1:8000/game/ display/1

models.py

- Create models for Board and Player
- There will be 100 Board entries in the database, each representing a tile on the board
 - the row and col fields determine the position of the board instance (e.g., Board[0][1] is the tile on the board at row 0 col 1)
 - the value determines whether (value > 0) or not (value == 0)
 there is a treasure
- There will be 2 Player entries
- Both classes require a @classmethod, to allow instances to be created

board.html

- This must be in ics226/game/templates/game
- Contains the HTML template for the board
 - Use a table to create rows and columns
 - Use a form to support the buttons

urls.py

- Support paths:
 - " to view the board
 - 'create' to create a new board
 - '/display/_/' to display a board for player _ (1 or 2)
 - 'move/_/' to move player _ (1 or 2); will be called by the buttons; the directions must be POSTed via the corresponding direction button

views.py

- Create methods to:
 - create the board and players, and placing treasures randomly
 - display the board (an overall view is required, as well as views specific to players 1 and 2)
 - move a player
- You may methods as needed