

Lab 7 Overview

User Interface

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... 1 ... \$. 2
..... \$
..... \$.
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\$.
..... \$.
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[Player 1](#)

[Player 2](#)

Player 1 Score 0

Player 2 Score 0

<http://127.0.0.1:8000/game/>

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.....
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... 1 ... \$. 2
..... \$
..... \$.
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\$.
..... \$.
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Player 1 Score 0

Player 2 Score 0

[http://127.0.0.1:8000/game/
display/](http://127.0.0.1:8000/game/display/)

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