

Slonguspil

Siggi

February 18, 2025

Index

Hello. I'm writing this in english as I could not figure out how to do icelandic. I did everything that was asked of me, with some revisions and additions, except one thing I'll get into later.

- (1) Both players move
- (2) Reset function
- (3) "overflow" at the end where the player goes backwards if too high a number
- (4) snakes and ladders
- (5) bomb that kills whoever lands on it
- (6) dice displays last roll
- (7) really wanted to do a roll "animation", but seemed too difficult without just cheating with chatgpt so didn't do it. It looked cool though when it worked
- (8) colored feedback for both players, instead of having two separate boxes
- (9) players move to side when on same square

I however don't have:

- (1) separate classes for the functionality. Just vinnsla. I could've, and honestly still can factor it, but I feel like it'd be cheating anyway as they're all crisscrossed. It'd be like untangling spaghetti. I originally had it all in controller, which is my fault for being too lazy to read the whole assignment, but it makes it so deliniating between the different functions is kinda pointless without a reworking
- (2) My code is absolutely disgusting. It had a bit of "technical debt", as I added more and more special functions, and had to individually add every square and do it separately for both players. I'd not do it like this again

All in all though, I am satisfied with my solution, with the biggest problem being the lack of classes, and the redundancy of the fragmentation of my code after it was originally designed for one class. I'm most proud of how I did the dice.

Photos

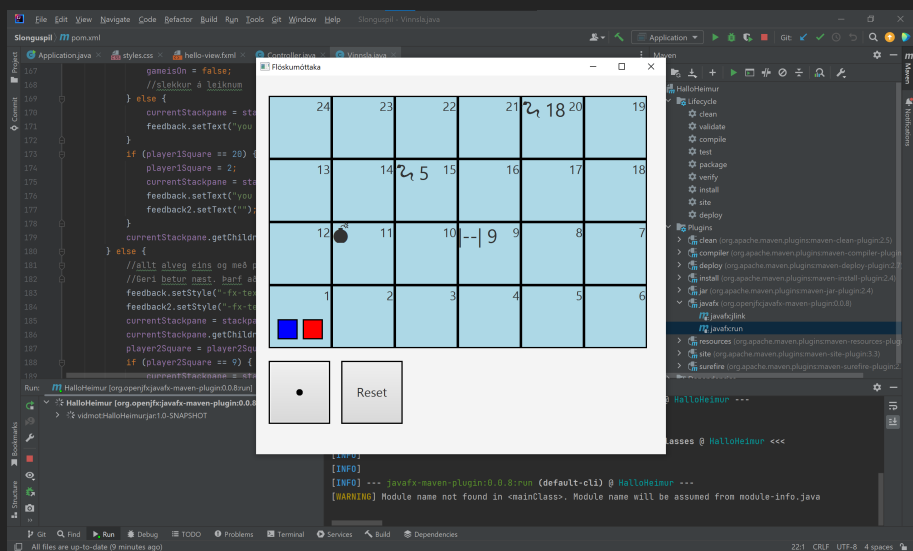


Figure 1: it works

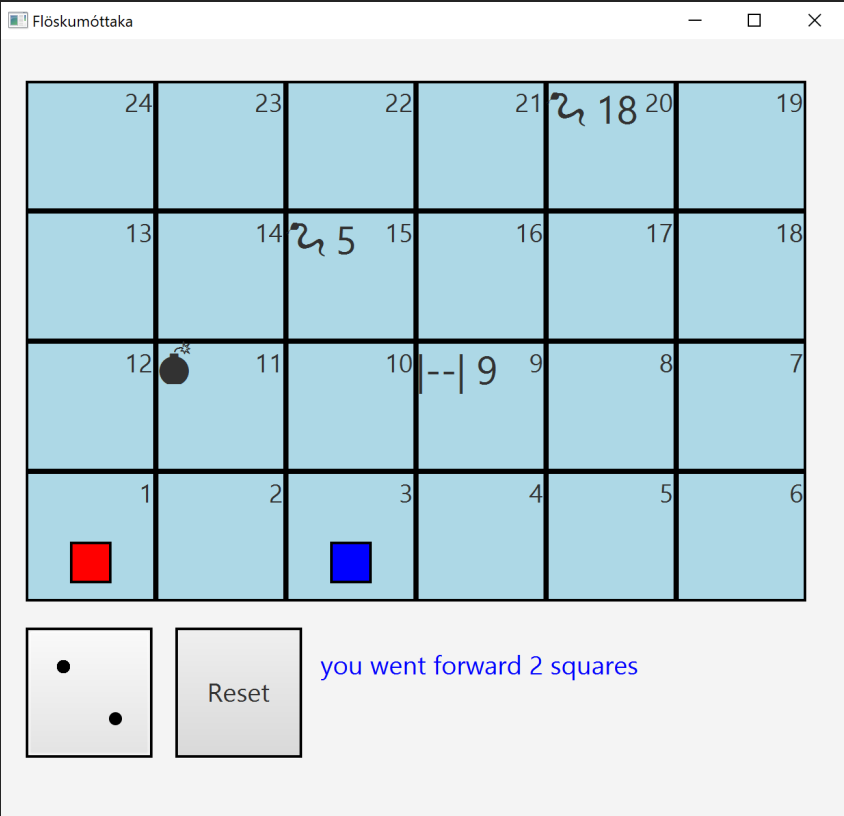


Figure 2: blue moves plus blue feedback

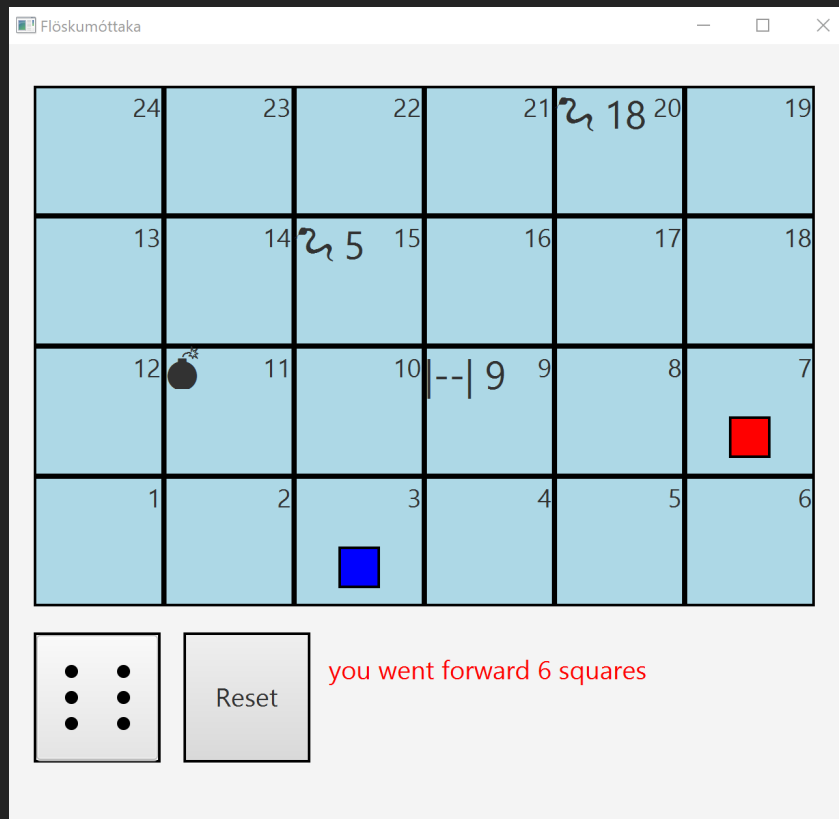


Figure 3: red moves plus red feedback

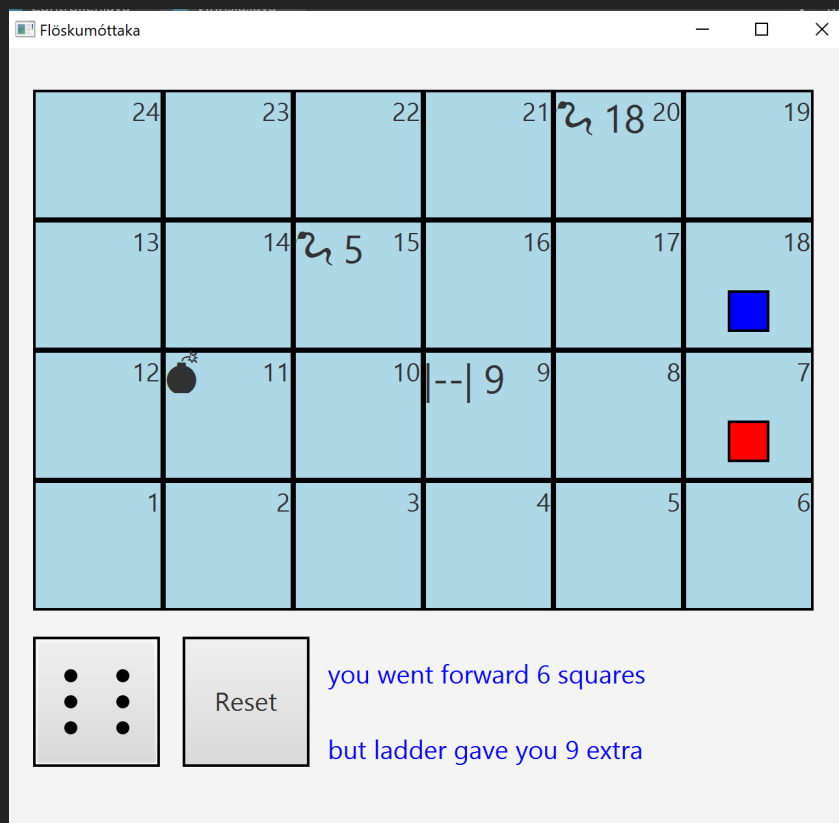


Figure 4: blue takes a ladder plus feedback

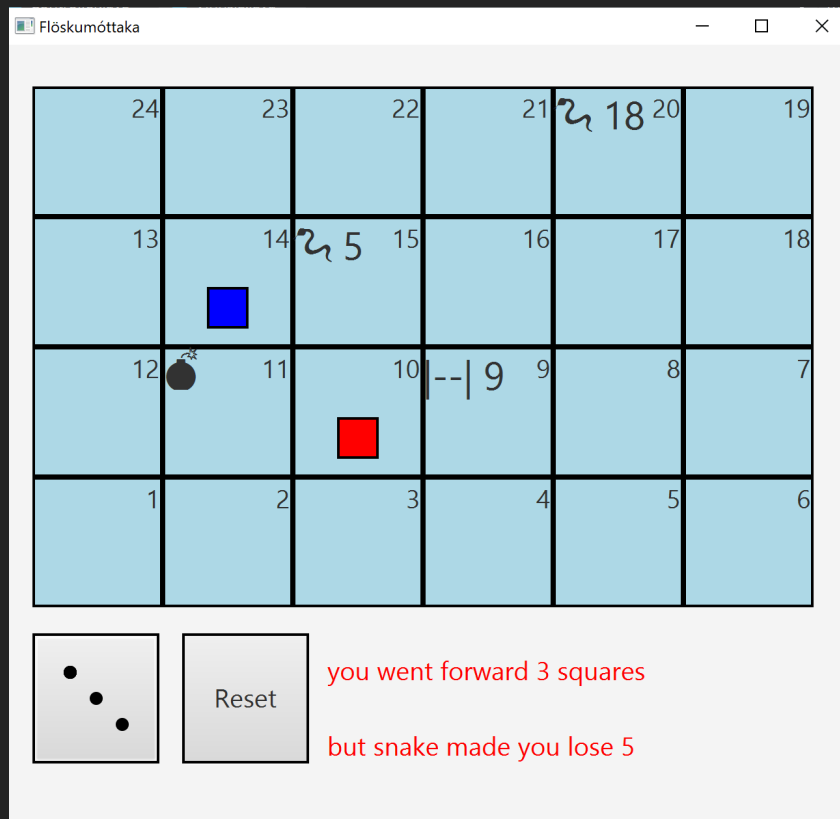


Figure 5: red takes a snake

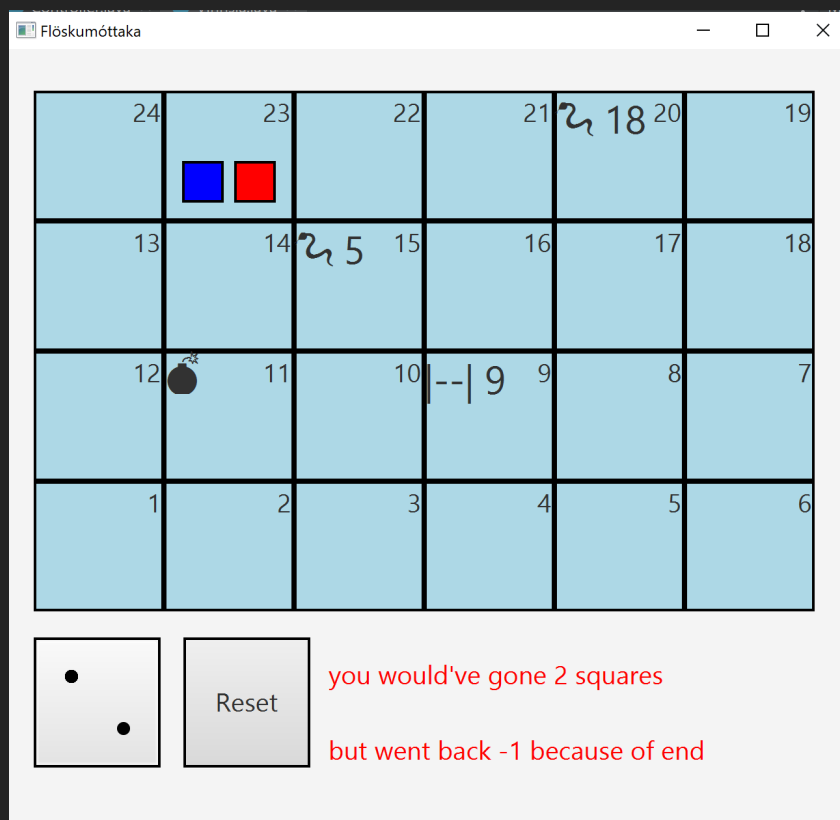


Figure 6: blue overshoots the ending, players move to side to accommodate eachother

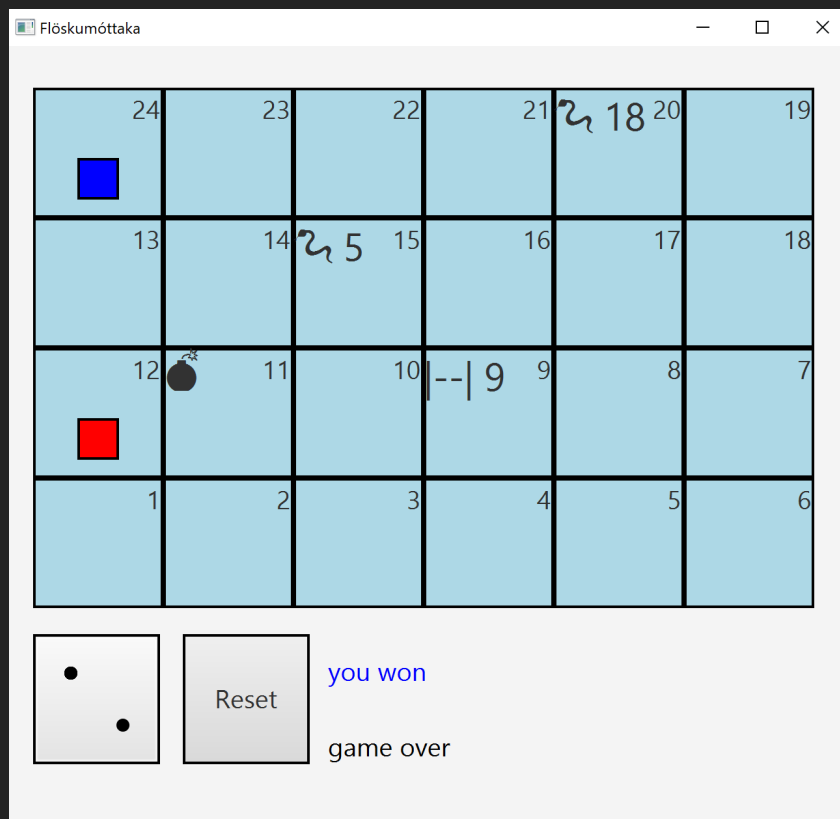


Figure 7: blue wins

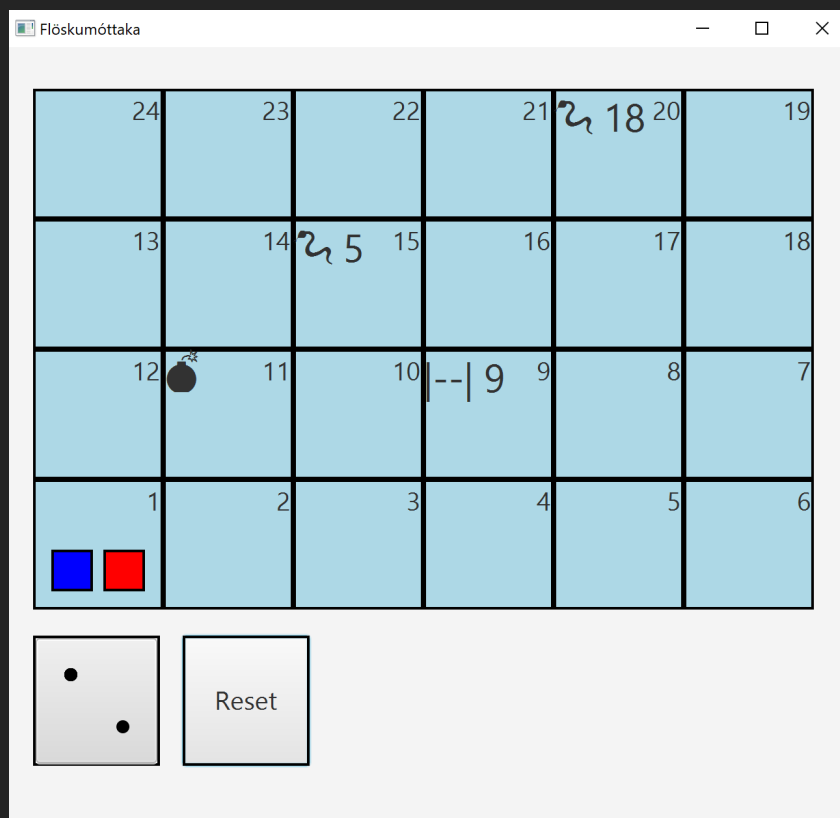


Figure 8: reset works, dice don't reset

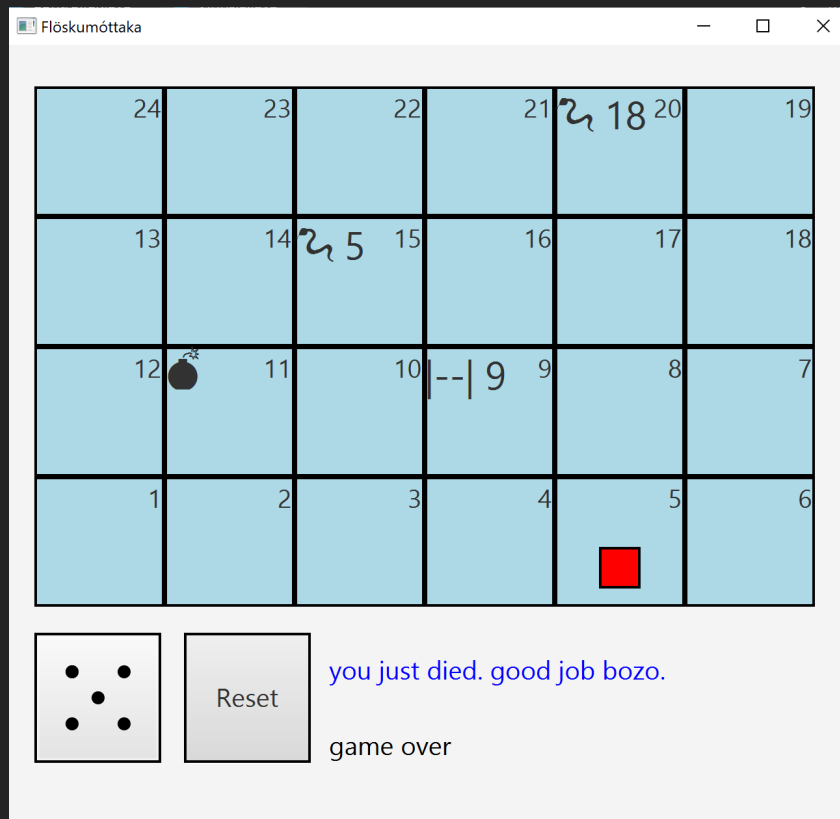


Figure 9: blue dies

Conclusion

Thank you for reading. I also have notes inside my code if you want. I apologize for not having assignment 2 in a zip file, and promise to read the assignments a bit more in the future.