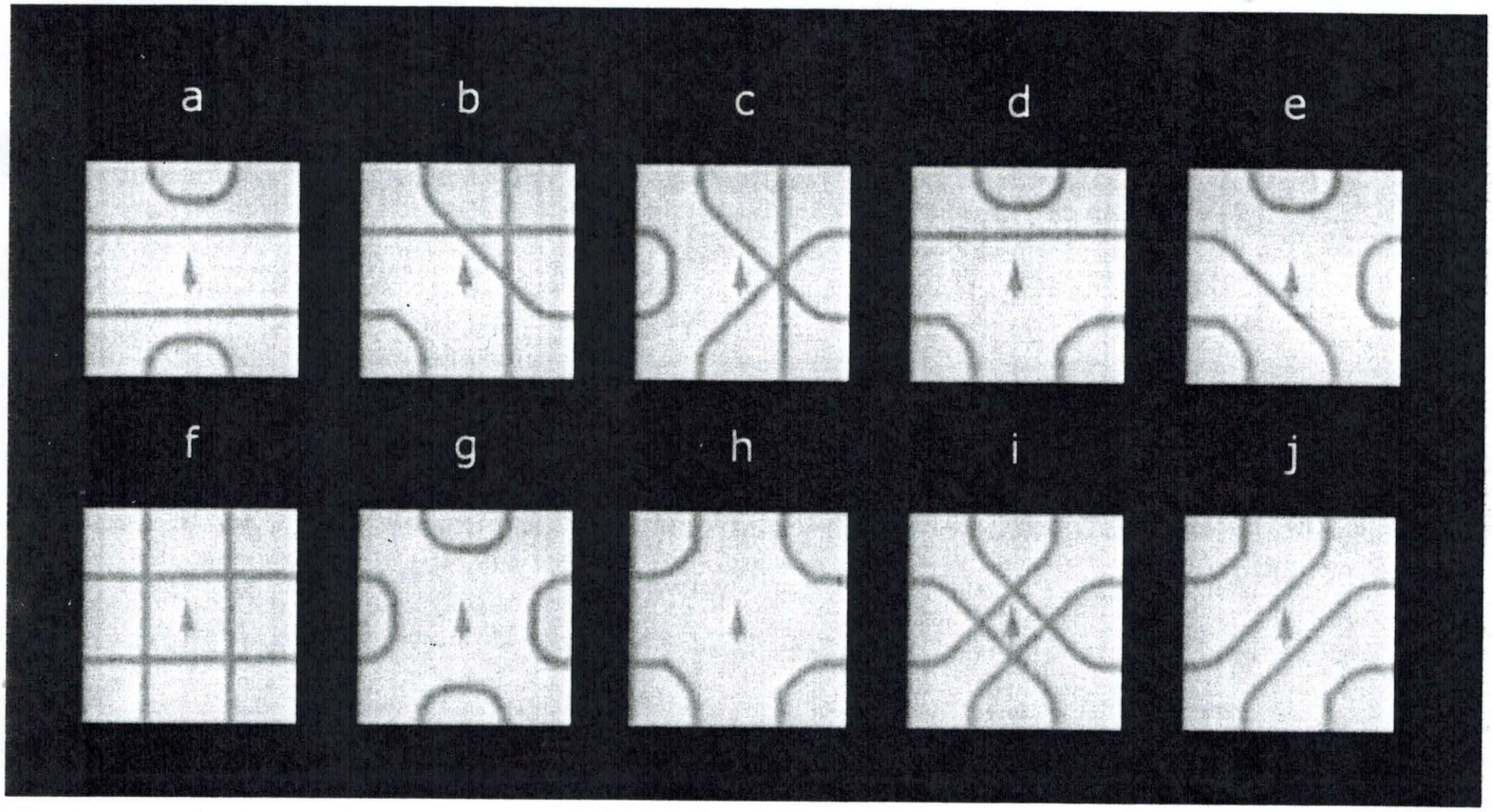
Matthew Goertz Solomon Boucher 20/20

① int

② ∅

③ a. invalid – can't connect to its own station
b. ~~invalid~~ – can't connect to its own station, ~~+32 to itself~~
c. invalid – must at least touch one other tile prior to parking. (Unless last tile)

But all other invalid!



④ a. ~~invalid~~ – ~~has to neighbor a tile or~~
b. invalid – has to neighbor a tile or side of board.
c. invalid – can't connect to its own station.

⑤ a. valid
b. invalid – can't bridge 1 to 32 w/o leaving the tile
c. valid

⑥ a. invalid – can't connect to its own station.
b. invalid – can't park w/o leaving the tile.
c. valid

⑦ a. valid – (no other valid options).
b. invalid – can't connect to own station while valid move remaining.

⑨ Function checks

not necessarily in this order.

① If track complete and score of 1:
(unless all other spots are invalid)

② Must have a neighbor, or is edge of board.

③ empty location on board.

Scanning the board:

- maintain a list of empty spots.
- find first legal place
  if no legal spot
  put in first illegal spot