SIMULATOR 0.0.1

I.   Run Simulator

- You will be given the following files and folders.

  📁 Map

  📁 Match

  📁 Players

  📄 board.py

  📄 FileInteractor.py

  📄 JSONlogger.py

  📄 listOfPlayers.py
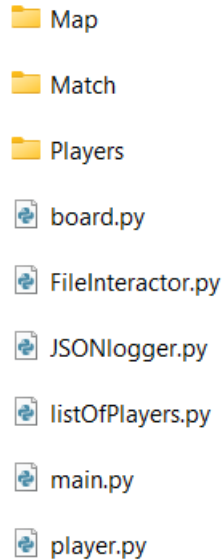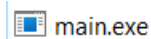
  📄 main.py

  📄 player.py

- Please put your execute files in the following folder "Players/<YOUR_TEAM_NAME>/"

  Simulator_II > Players >

  📁 Anderson

  📁 Bean

  📁 Hello

  📁 Vinh
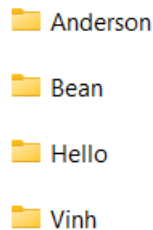
- Please name your execute files "main.exe".

  Simulator_II > Players > Bean

  🖥 main.exe

- After that, to run simulator and get the result, please the file "main.py". When you run the file, you will get the following questions:
  - o Your input map file, which you should placed in the folder "Map":

    `Please type the path of the map file: []`

    Simulator_II > Map

📄 map.txt

- o After, you will be asked the number of players.

```
Please type the path of the map file: map.txt
Please type the number of team: ▊
```

- o Following the previous question, you should type the name of each team.

```
Please type the path of the map file: map.txt
Please type the number of team: 2
Please enter name of team 0: Bean
Please enter name of team 1: Anderson
```

II. View The Result of The Simulation

- To view the result of simulator, please view in the folder "Match".

Simulator_II > Match >

- In the mentioned folder, you will see a log file (file "log.json") which contains description of each turn (the map, status of players, positions of players, colors of players, …).

📄 log.json

- Furthermore, you can see the files of each turn of each player by seeing the folder "Match/Players/<YOUR_TEAM_NAME>/<TURN>".

Simulator_II > Match > Players > Anderson > turn4

🗂 MAP.INP

🗂 MOVE.OUT

📄 STATE.DAT