APS106 Project - A Simple Version of CHECK OUT LINE

Team Jimmu, consisting of Anthony Gao, Richard ShangGuan, Jimmy Tieu and Zipeng Cai(999780367), has been assigned to create a simple version of the game “Check Out Line” as their APS106 project. In this game, a player (human or computer) must try to score as many points as possible by eliminating same-coloured shopping carts, labeled as letters corresponding to the colour, on a randomly generated or preset grid. The player tries to attain the highest score possible, and the game ends when no more moves are available to be made. The most recent game’s statistics will be stored in a log. The code was developed and tested using Codeblocks and its included GCC compiler, and is the recommended method of running the code.

The objective of the game is to score as much points as possible. Points are scored by clearing an area of shopping carts of the same colour. This is done by selecting a coordinate on the grid. The game will then clear all shopping carts of the same colour that are adjacent to it and the other shopping carts around it until an area of same-coloured shopping carts has been cleared. The game will only accept coordinates that contains shopping carts of the same colour directly adjacent to it. Points are then awarded based on the square of the number of shopping carts cleared that turn. Each turn, points are scored and added until there are no valid moves left to be made.