

My Task for Blocky Project

- understand the data structure for blocks (tree structure with each node containing information for displaying and a list of its children)
- Initialize Blocks:
 - o implement Block.smash (recursively)
- Generate Goals:
 - o implement generate_goals
 - o implement BlobGoal.description and PerimeterGoal.description
- Generate Players:
 - o implement create_players
- Update Data Structure After Actions:
 - o implement Block._update_children_positions (recursively)
- Scoring Against Goal:
 - o implement _flatten (recursively)
 - o implement PerimeterGoal.score
 - o implement _undiscovered_blob_size (recursively)
 - o implement BlobGoal.score
- Generate Moves for Computer Players:
 - o implement RandomPlayer.generate_move
 - o implement SmartPlayer.generate_move