Web Development – Mr. Turner

Project – gobliN stoNe gaMe

Project Overview

The goblinS have invented a game that, in their language, is impossible for us to pronounce, but, in English, is called the stoNe gaMe. The two best gobliN players of all of the goblinS who play the stoNe gaMe are unK and glooB. The game is played by setting up 3 piles of stones. Each pile has 3 stones in it. On your turn, you can take any number of stones from any pile you like. If you take the last stone from the last pile, you lose the game.

Display

The list below includes the essential elements of the page.

- A display for each pile of stones, including the number of stones currently in the pile.
- Buttons for each pile that allows the user to take stones from that pile (a 1, a 2, and a 3).
- A display for unK and glooB's comments about your gameplay.
- A reset button.
- A "How to Play" section.

Functionality

unK and glooB will play as a team (it's a 2-player game). glooB does all of the decision making, but unK does all of the talking. The goblinS will go first.

On their turn, the goblinS will take 1 stone from the pile with the most stones in it. Even though unK and glooB are the best among the goblinS they're still not very good. After they take their turn, unK will announce what they did and why it's such a great move.

On the player's turn, the player will click a button to indicate from which pile (s)he wants to remove stones (and how many stones). **Don't let the player take a stone from an empty pile**. After the player takes his or her turn, unK will announce why glooB thinks it was such a terrible move.

If either the player or the goblinS takes the last stone, the game will end. unK will make a comment regardless of whether or not the goblinS won.

If the user should click the reset button at any time, all of the stone piles will reset to 3 stones and the game will start over.

Note: This program is not linear and it cannot be treated as a simple click and respond. You have to juggle the user's turn (click and respond) with the computer's turn (automatic) and display the output as appropriate so that a person playing the game can follow the game.

Enhancements

1. Create a groups of comments that unK might make in different situations and choose one at random when appropriate.
2. Give unK and glooB a bit more intelligence. After all, they must have learned something by playing against humans.
    a. Instead of always drawing from the largest pile, there is a 10% chance they will draw from the smallest pile.
    b. They will also *always* take the last stone from a pile if the opportunity exists.

Programming Skills

- Comprehension of the specifications sheet.
- Keeping track of information in variables.
- Using conditionals to control outcomes.
- Sequencing through user interaction and functions.
- Proper display of information.