P2: Exercise 5

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Exercise 5: Quoridor

- Reach the opposite side first
- Place walls to force detours for opponents
Exercise 5: Quoridor rules

- Players take turns
- Players get 5 walls (2 tiles wide)
- Every turn, either move or place a wall
- Do not box in opponents
Exercise 5: Quoridor implementation

This week

- Parse board specifications

```
10 5
Otis Redding 0 5 1 R
Solomon Burke S 5 10 W
```
Exercise 5: Quoridor implementation

This week

- Parse board specifications
  
  10 5
  Otis Redding O 5 1 R
  Solomon Burke S 5 10 W

- Render current state, basic player movement

```
###########
#....0....#
#.........#
#.........#
#.........#
#.........#
#.....S....#
###########
```
Exercise 5: Quoridor implementation

This week

- Parse board specifications

```plaintext
10 5
Otis Redding 0 5 1 R
Solomon Burke S 5 10 W
```

- Render current state, basic player movement

```plaintext
3 times otis.moveRight()
```

```plaintext
############ ############
#....O.....#  #.......O..#
#..........#  #..........#  4
#..........#  #..........#  3
#..........#  #..........#  2
#....S.....#  #....S.....#  1
############  ############
```
Exercise 5: Quoridor implementation

- No game logic this week!
- Use what you have learned so far
  - Responsibility driven design
  - Write test scenario to guide you
  - JavaDoc: Class comments, method comments with contracts
  - Design by contract: JavaDoc and assertions
  - Mocking, where necessary
Exercise 5: Hints

- Think before you code
  - It’s easier if you have a plan. Does not have to be UML though...

- Keep the end goal (a fully functional game) in mind
  - You will continue with your code next week...

- git pull p2-exercises master