

Python Programming - Projects

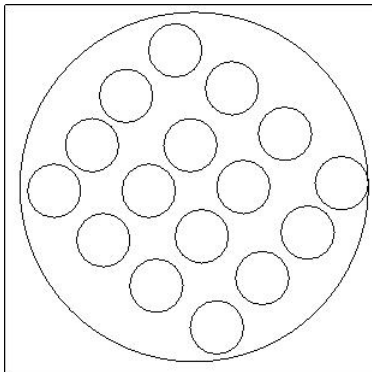
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Game Programming

For this work, you will have to program a game, using a grid and two players.
In this game, the goal is to be able to align 3 game elements of the same type in the grid.

How to play ? The player one has to give to the player two the element to put on the grid. Then the player two does the same with the player one. Each element is characterized by 3 informations : color (white or black), shape (square or round), size (high or small). You have 12 elements and your grid is similar to the following drawing.



The winner is ? The player who is able to put the third element in a line, has the point. When all elements are in the grid, the winner is this one who has the highest score.

Work to do

You have to return a Python program and a text document (2 or 3 pages) which explains your program, what you have plan to do and what you have finally done. You will send both to me by email. **The deadline is the 16th on january at 2pm.**

You have to deliver a version without graphical interface, if you want to add another version with graphical interface, you are free to do as the second version of your program.

Some details about the way to do

- The code has to run in the Cremi environment - you are authorized to use Python version which are available in this one.
- You can suggest some improvements as different levels for playing - changing configuration of the grid, rules descriptions