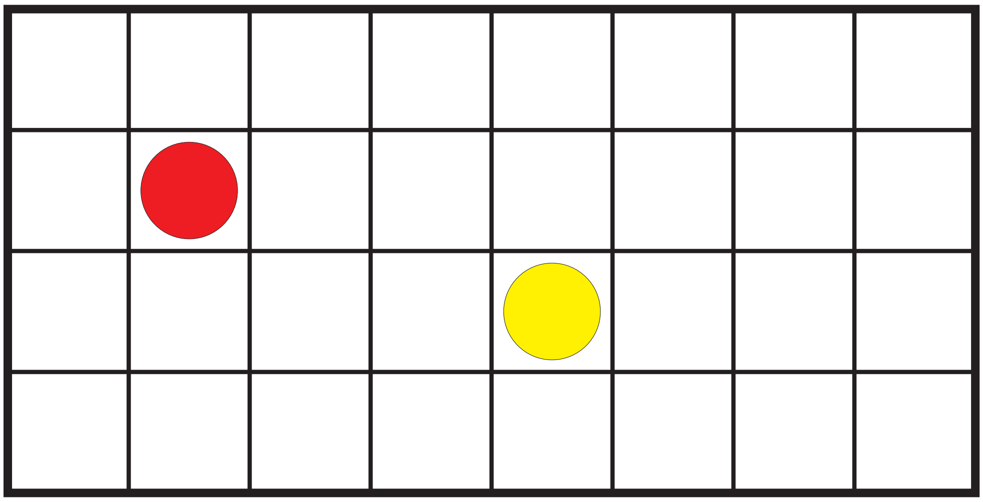
Demo-Projects

One of them will be shown in the lecture on thursday, the other one is the exrecise for the afternoon.

Project 1 There is a rectangular grid with $n \times m$ cells. Initially the cells are empty. A red chip is placed into one of the cells. Then the chip can be moved to another, different cell. A yellow chip is put into the cell of the previous position of the red one. There are always at most two chips on the grid. The game can be restarted with an empty grid.



Project 2 (tic-tac-toe light). There is a rectangular grid with $n \times n$ cells, $n \geq 3$. Initially the cells are empty. Two players, called RED and BLACK, take turns to place chips of their color into empty cells. RED begins. The game is over if one player has has three chips next to one another in one row or all cells are occupied. The game can be restarted with an empty grid.