

CSE 3302/5307 Lab Assignment 3

Due November 18, 2014

Goals:

Understanding of Scheme/Racket.

Requirements:

1. Modify the *Realm of Racket* Dice of Doom game (Chapter 12) to trace significant events:
 - a. There should be a `roll-initial` function which provides an input case row-by-row of the number of dice to place on each hexagon. Its single argument is a list with 16 values between 1 and 3.
 - b. Upon left and right arrow input, you should `display/displayln` one of the following:

```
pink cursor at <row> <column>
green cursor at <row> <column>
```
 - c. Upon `<enter>` key input, you should `display/displayln` one of the following:

```
pink selected <row> <column>
green selected <row> <column>
move accepted
invalid move ignored
```
 - d. Upon input of a 'p', you should `displayln` one of the following:

```
pass - end of move
illegal pass
```
 - e. Upon input of a 'd', you should `displayln` one of the following:

```
nothing yet to unmark
unmarked
```
2. Fix (e.g. replace) the `won` function to accurately report the final result:

```
You won.
I win.
It's a tie.
```
3. Submit your `.rkt` file on Blackboard by 1:45 p.m. on November 18.

Getting Started:

1. You are not obligated to use the test cases in the distribution.
2. The `pretty-print` function can be useful.
3. A new function `get-col` (like `get-row`) will be useful.
4. Sourabh will already have the four dice png files in the appropriate relative directory.
5. <http://ranger.uta.edu/~weems/NOTES3302/NEWTOTES/NOTES07/chap10.3302.rkt> is useful for requirement 1.a.