CSP301 Design Practices in Computer Science

ASSIGNMENT #2

by
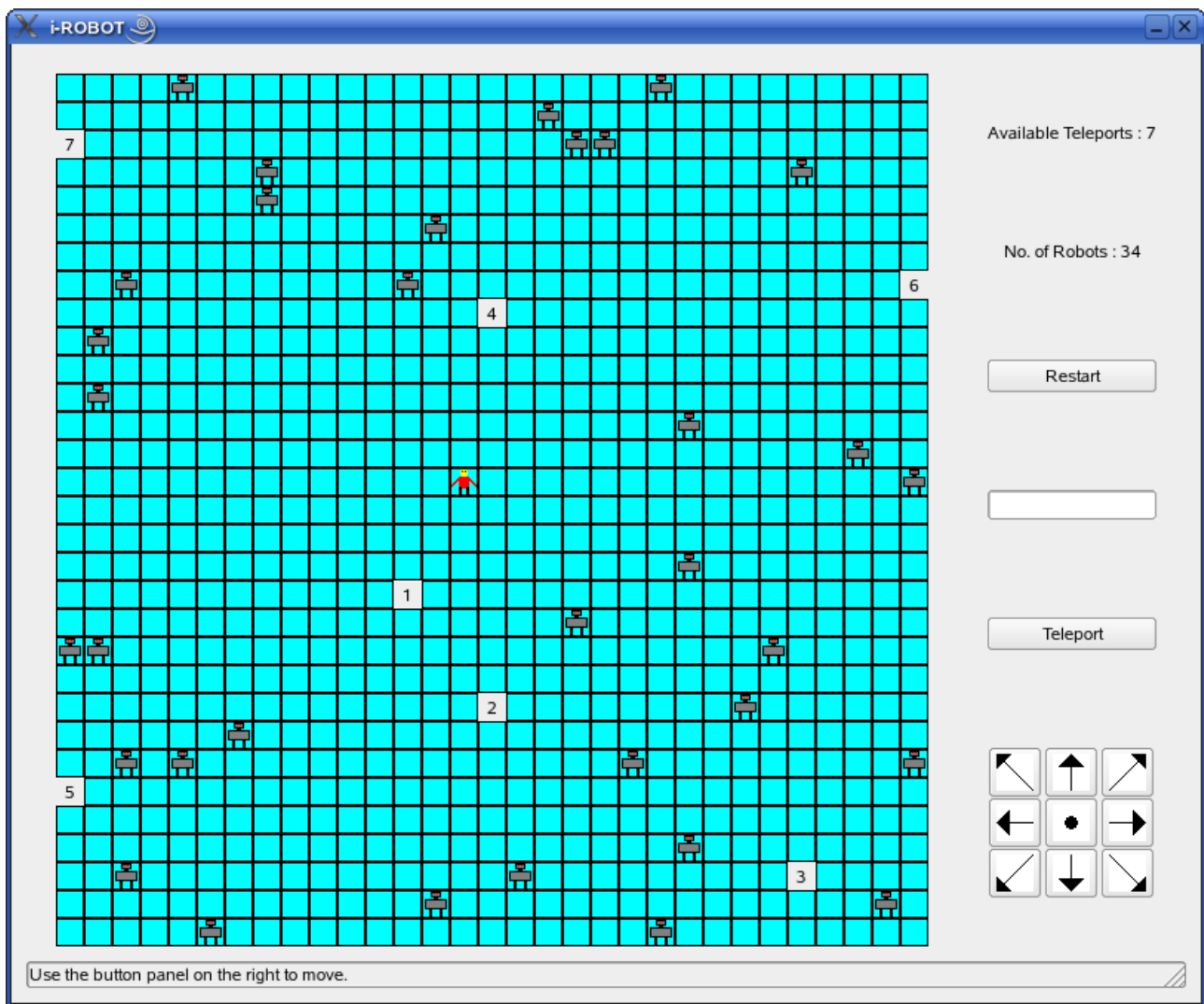## Siddharth Eswaran
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Software Documentation

i-Robot: Single player game played versus the computer.

1. The first screen : Gives the options for loading the game
  (a) from a file
  (b) by random initialization.

This screen has a status bar that displays error messages (if any) during the initialization.

2. The Game screen : Appears after the Initialization. Displays the 31 X 31 grid and a button panel for navigation, a button for restarting the game and a button for teleport.

3. Error messages (if any) are displayed in a status bar for this window.
4. At the end of the game a status report is displayed which shows the game statistics.

5. Confirmation prompts are generated whenever the user tries to exit or restart.
6. The teleports have two options :
    (a) The teleports are numbered and the user specifies the position.
    (b) The teleports are random and depending on luck, the player may get killed in a teleport.
    These two options are exercised by a macro __TELEPORT to be excluded/included in the makefile.
7. The entire software has been made using the GIMP Tool Kit+ (GTK+) 2.0 in C.
8. System requirements:
    (a) Glib, Gdk and Gtk Libraries.
    (b) GCC 6.0 or later.
    (c) Linux based OS with Linux kernel 2.6 or later.
9. the versions have been managed using Concurrent Versioning System (CVS).