

Forum:[Hack Forums](#)

Thread: [Build game board with linked tiles](#)

JuicyProgramming - January 6, 2017, 7:56 am

Hello, alright I wasn't sure about how to call this thread. I am having an assessment where I have to create a simple game.

We have a board:

Spoiler [\(Click to View\)](#)

A board has 78 squares. Every square has a LeftSquare, RightSquare, UpSquare and DownSquare so it actually creates a path.

But I am kinda clueless where to start.

Solution I have thought of:

Creating 78 square objects with coordinates as name. And setting the Left, Right etc in a big piece of code.

But there must be a more efficient way.

Anyone that has an idea?

Let me know. Thanks!

Owl - January 6, 2017, 9:08 am

What about a 2d array? Elements at upper or lower bounds of either dimension will have direction limits.

Zilog80 - January 6, 2017, 9:46 am

Where are the 78 'squares'?

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What are the rules of the game?

JuicyProgramming - January 6, 2017, 12:46 pm

(Jan 6, 2017 10:46 AM)Zilog80 Wrote: [\[CITE\]](#) Where are the 78 'squares'?

Spoiler [\(Click to View\)](#)

What are the rules of the game?

Lmfao I can't count. Rules doesn't really matter. Players need to be able to walk with 1 pawn at the time.

(Jan 6, 2017 10:08 AM)Orka Wrote: [\[CITE\]](#) What about a 2d array? Elements at upper or lower bounds of either dimension will have direction limits.
We have to use linked lists.

Zilog80 - January 6, 2017, 4:20 pm

This is only a fast approach:

You should define a 'square' class as follows:

```
Code ID: int // Unique Id for that square
Left: int? // Represents Left square ID. If no left square available this property value will be Null
Right: int? // same as above but for right square
Top: int? // same for top square
Bottom: int? // same for bottom square
Take my numbered board game pic, square #2 should be:
```

```
Code ID = 2;
Left = null;
Right = 3;
Top = null;
Bottom = 11;
So, you are on square #2 and want to move:
```

```
Code Press "A" or <- for moving to left:
if square.Left == null ----> hey bro, you can't move to left
```

```
Press "W" or up for moving to top:
if square.Top == null ----> hey bro, you can't move to top
```

```
Press "S" or down for moving down (bottom)
new player square change from #2 to #11
Surely there will be better approaches but that one should work.
Let me know if you need more help. I could code some prototype (not pseudo-code like examples
posted) if you are stuck.
```

SIM-3081018 - January 6, 2017, 4:23 pm

What I would do is start with a map of some sort.

A text file or image file which you'll read with the program, which translates positions in the map into positions on the screen.

JuicyProgramming - January 6, 2017, 5:21 pm

(Jan 6, 2017 05:20 PM)Zilog80 Wrote: [\[CITE\]](#) This is only a fast approach:

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Press "W" or up for moving to top:
if square.Top == null ----> hey bro, you can't move to top

Press "S" or down for moving down (bottom)
new player square change from #2 to #11
Surely there will be better approaches but that one should work.
Let me know if you need more help. I could code some prototype (not pseudo-code like examples posted) if you are stuck.
This looks very good. Will look into it when I wake up. Thanks!

Zilog80 - January 7, 2017, 4:37 am

Fast prototype:

Source:

<http://pastebin.com/a1PdjeaL>

Resource & Form design:

<https://imgur.com/a/aupvO>

The source code is self-explanatory. Anyway if you have any question let me know.

The prototype could be improved a lot, but hope it helps ?

JuicyProgramming - January 7, 2017, 5:10 am

(Jan 7, 2017 05:37 AM)Zilog80 Wrote: [\[CITE\]](#) -snip-
Holy shit. This looks amazing. Thank you verry much!