Announcements

• Read Chap 7, Sec 2 for next time
• Assignment 5 due tonight!
• Assignment 6 due Nov. 8!
What we will do today

- Classwork – GateKeeper Problem
  - There are four players standing facing you
  - One of the players is the Gate Keeper - random
  - When the GateKeeper is on the far right, the game is over
  - To move players, click on a player, it swaps with the player furthest away
  - DEMO
Implementation

- Objects: Cow, Penguin, Chicken, Monkey

- tennisBall, tennisBall2, tennisBall3, tennisBall4

- The Balls mark the spot where a player should stand, the balls should not move
Setup

- Randomly set one of the players to be the GateKeeper
- Make sure the game is not over yet.

- Setup an event to show the answer – when you type S, you see who the gatekeeper is
Run the game

• When you click on an object,
  – Make sure it is a player
  – Swap it with the player furthest away
• Check to see if the game is over
Write swap in three parts

• WhichBallNearPlayer – given a player, determine which ball it is standing near
• WhichPlayerNearBall – given a ball, determine which player is standing by it
• Swap – given a player
  – Determine ball it is near
  – Determine ball it should move to
  – Determine the player that is near the ball it should move to