**The Great Game of Britain**
**Development Schedule**

*[Monday 17:00]*
1. Drawing the networks (in DoNaLD)
   The file mapdata.d given in /dcs/res/sy/public/tkdemo/GGB has already defined all the locations of the stations on the railway networks in DoNaLD. The naming convention is such that the station pXXYYY is located at (XX, YYY) on our reference map.
   The file mapwin.s is also given to obtain a simple visualisation for mapdata.d. You may try:

```
tkeden mapwin.s mapdata.d
```

   Your task is to define the railway networks. Each network is an openshape. E.g.:

```
openshape LMSnetwork
within LMSnet {
     point CREWE, Chester, ...
     line l1, ...
     CREWE = /p46048
     Chester = /p42049
     l1 = [CREWE, Chester]
     ...
```

   You need to colour the lines appropriately.


2. Defining the figures representing the players and train signals (in DoNaLD)
   Their positions are defined in terms of the locations of the stations.


3. Defining the connectivity (in EDEN)
   The connectivity is defined by 3 main lists in EDEN:
   /* Connect -- connectivity within the same railway network */
   Connect is LMSnetConnect // GWnetConnect // SnetConnect // LNEnetConnect;
        LMSnetConnect is [[&_LMSnet_CREWE, [&_LMSnet_Chester, ...]], ... ];
   /* Crossline -- where stop and change is necessary */
   Crossline is [[&_LMSnet_Sheffield, [&_LNEnet_Sheffield], ... ];
   /* Signal -- where the signals are */
   Signal is [_p64057, _p66031, ... ];


*[Tuesday 11:45]*
4. Display the view of a player (in Scout)
   Souvenir Card that face up and down, the board, dice value, who's turn, etc.


*[Tuesday 17:15]*
5. Add mechanisms for a human player to play the game (in EDEN)
   • need procedure to *throw_a_dice*, to affect *curr_dice_val* and *no_of_moves_left*.
   • write a script of definitions to determine *next_poss_moves*. This script takes into account of current position of the player, *Connect*, *Crossline*, *Signal*, *curr_dice_val*.
   • write an interface for player to make choice of move, move train signals, etc.
   • further interface is needed for displaying Hazard Cards and implementing their effects


*[Wednesday 12:00]*
6. Derive tactics for computer player (in LSD)


7. Implement the tactics (in ADM or EDEN)