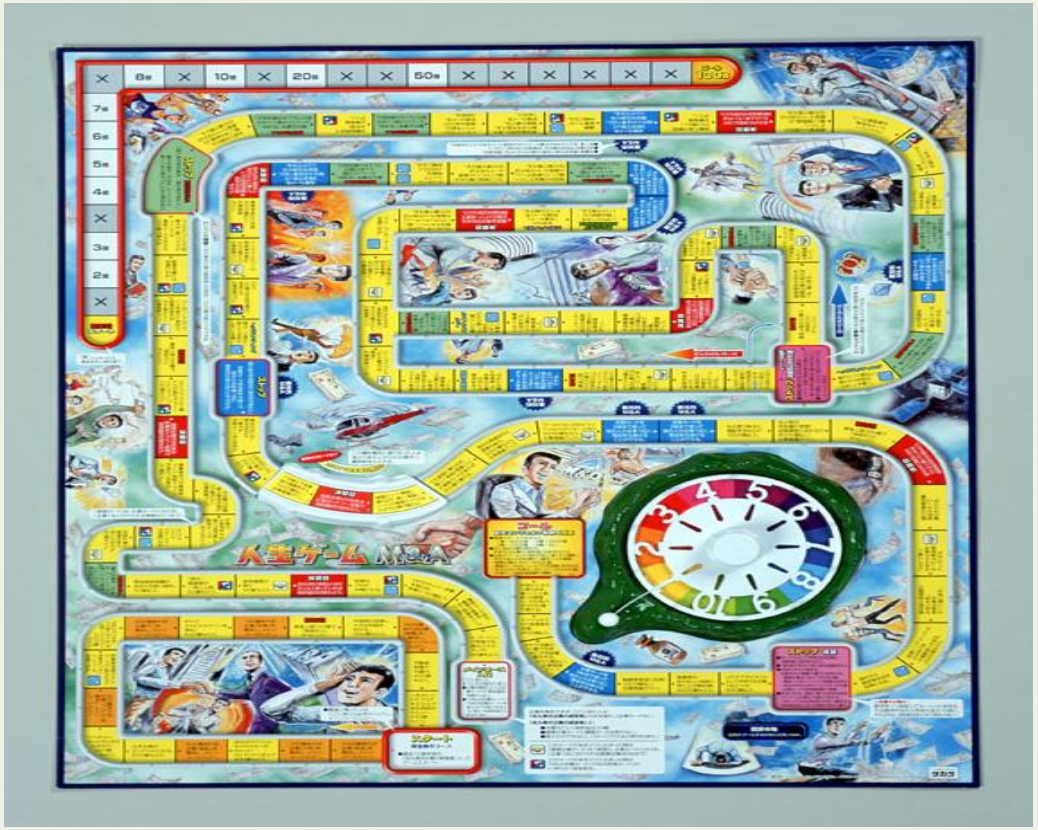
“Game of Life” in C++

PHYS 305

Yuki Ueda

What is “Game of Life” ?

- Found in Massachusetts, USA (1860).
- Dice or Roulette.
- Map.
- Goal.



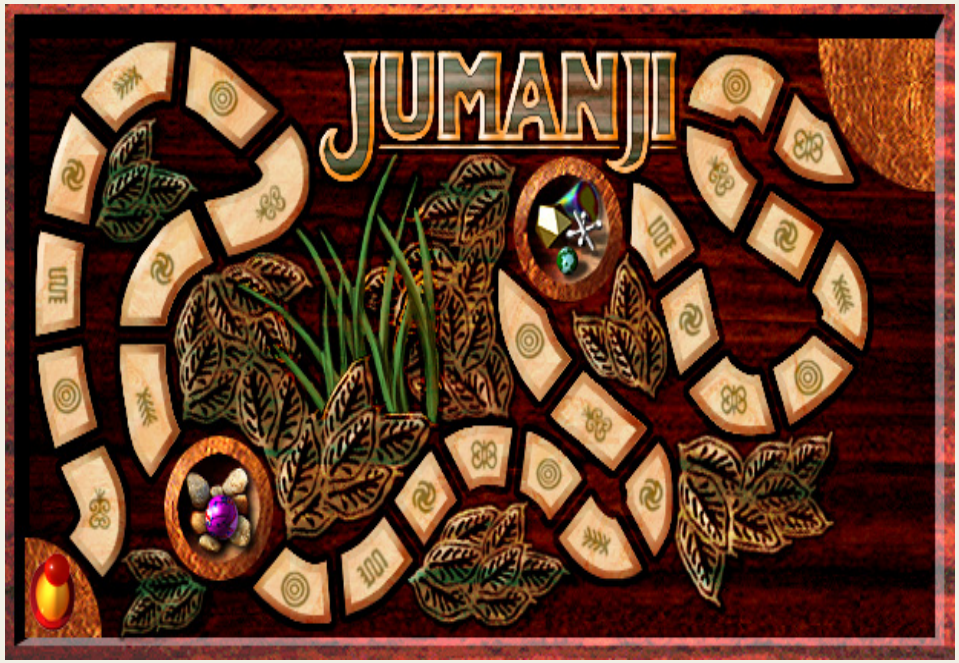
人生ゲーム　M＆A, http://www.tradersshop.com/images/9900000017061_2.jpg

What is “Game of Life” ?

– “Jumanji” (1995)



Jumanji, *kreit.com*, http://www.kreit.com/resume1/index/jumanji/jumanji2.htm



Jumanji, *WIKIPEDIA,* http://en.wikipedia.org/wiki/Jumanji

What is “Game of Life” ?

– Momotaro Dentetsu series





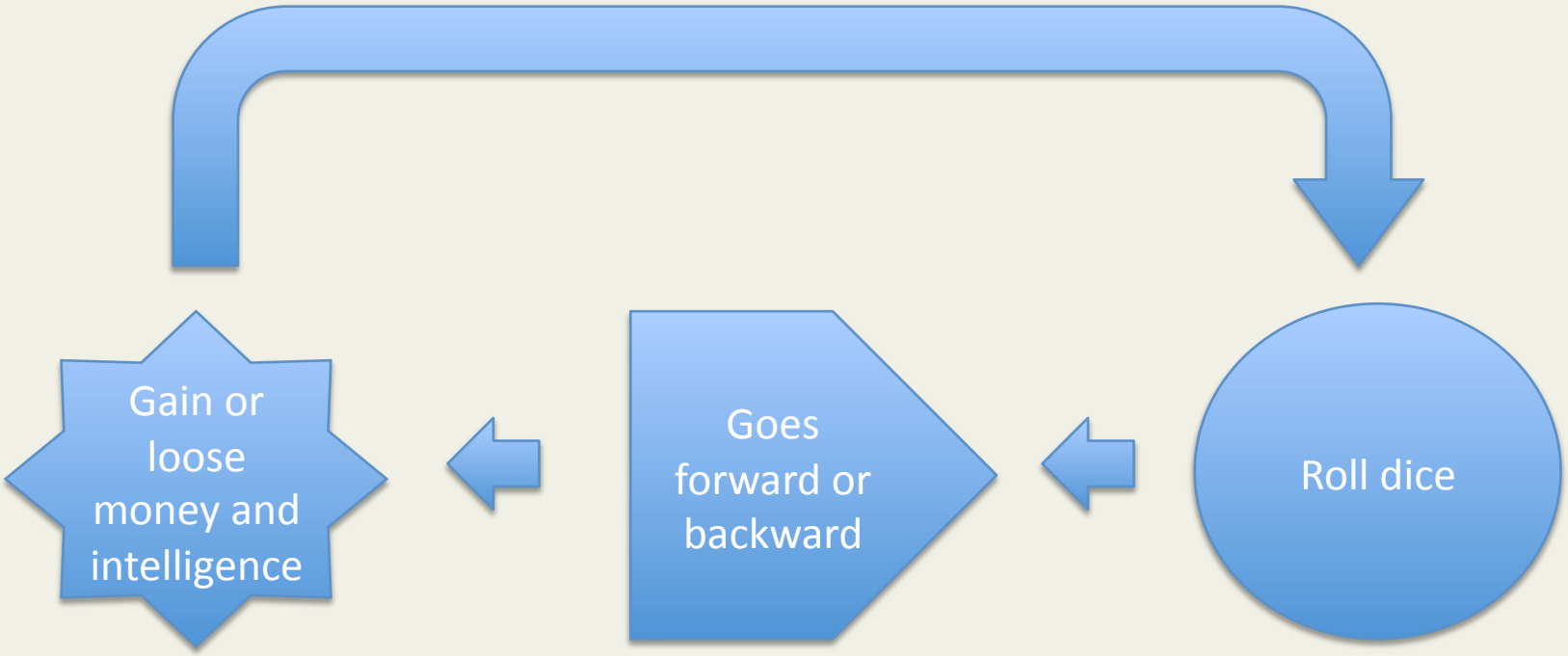
桃太郎電鉄USA, *HUDSON SOFT*, http://momotetsu.com/momo_usa/02_mode.html

Momotaro Dentetsu USA, *IGN*, http://ps2.ign.com/objects/690/690479.html

Idea

- Roll dice.
- Go forward and backward.
- Events (two elements, money and intelligence).
- Aiming the goal.




Gain or loose money and intelligence
Goes forward or backward
Roll dice

Overview

– “Game of Life” ?

or

“Sugoroku” ? (another famous board game).

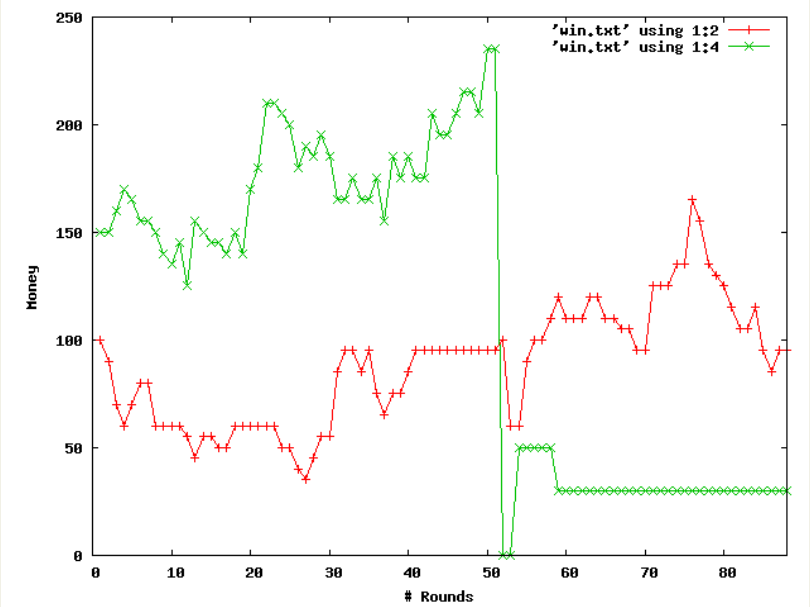
– Simple concept and structure in C++.

–> No theory. No calculation. No physics.

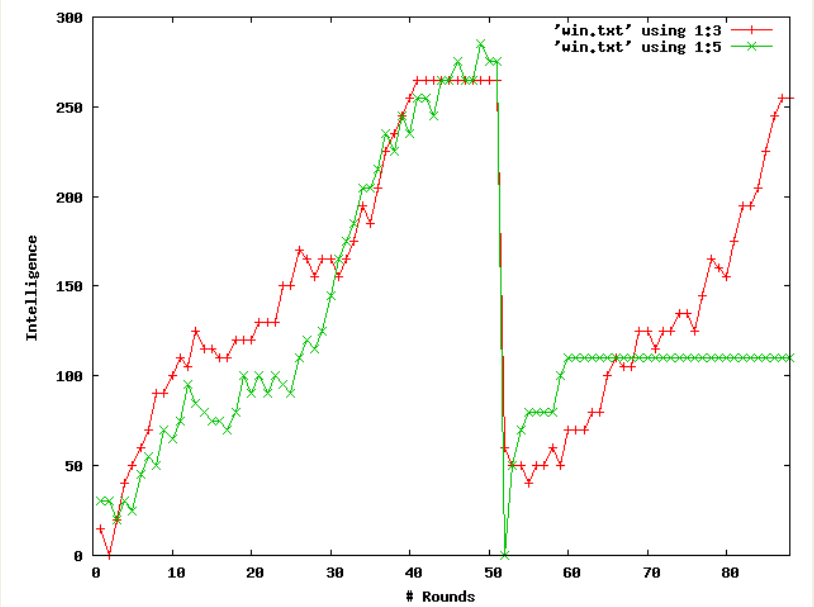
–> Just for fun and performing what I learned in C++.

Output Data

- Money



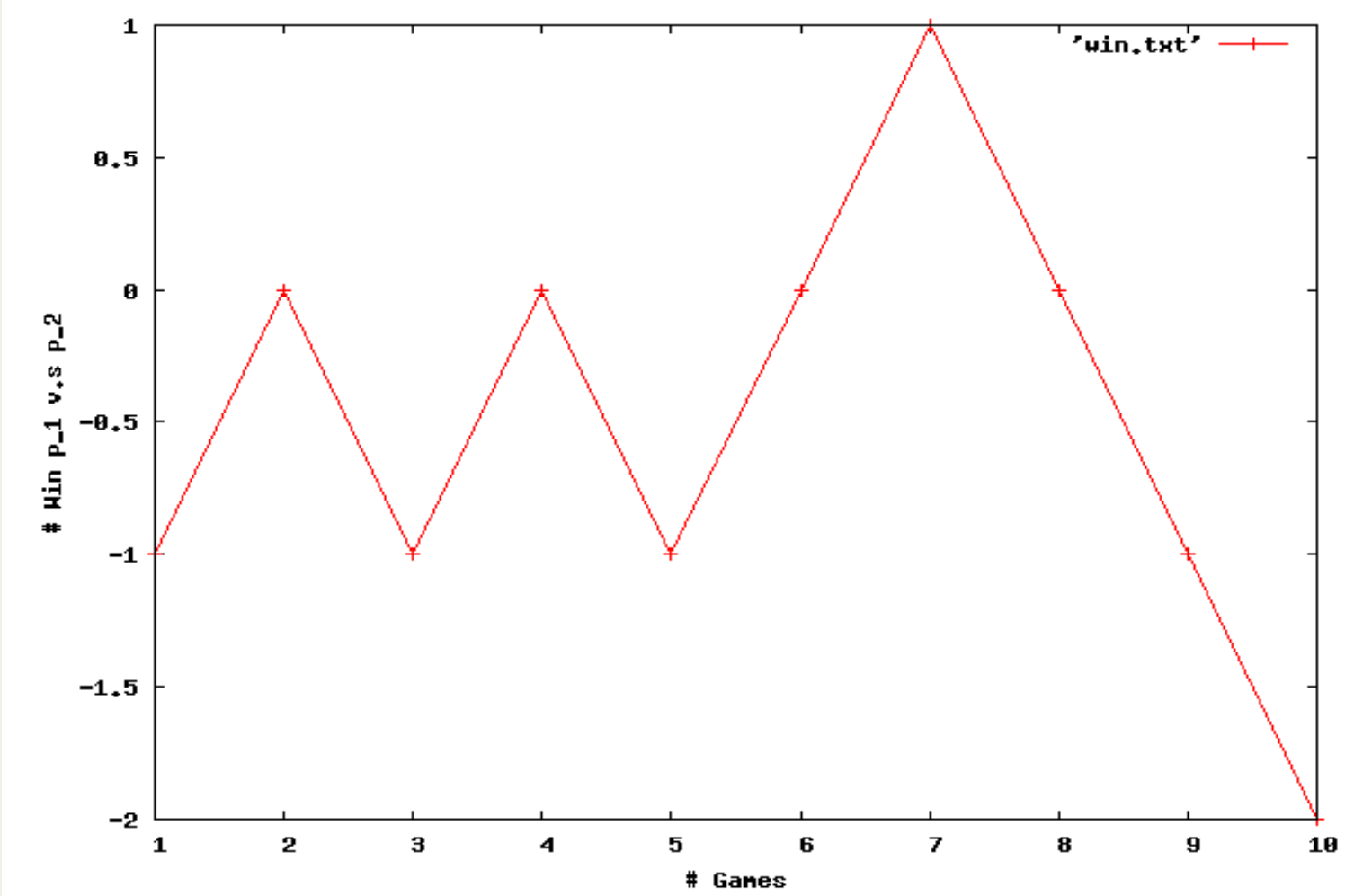
- Intelligence



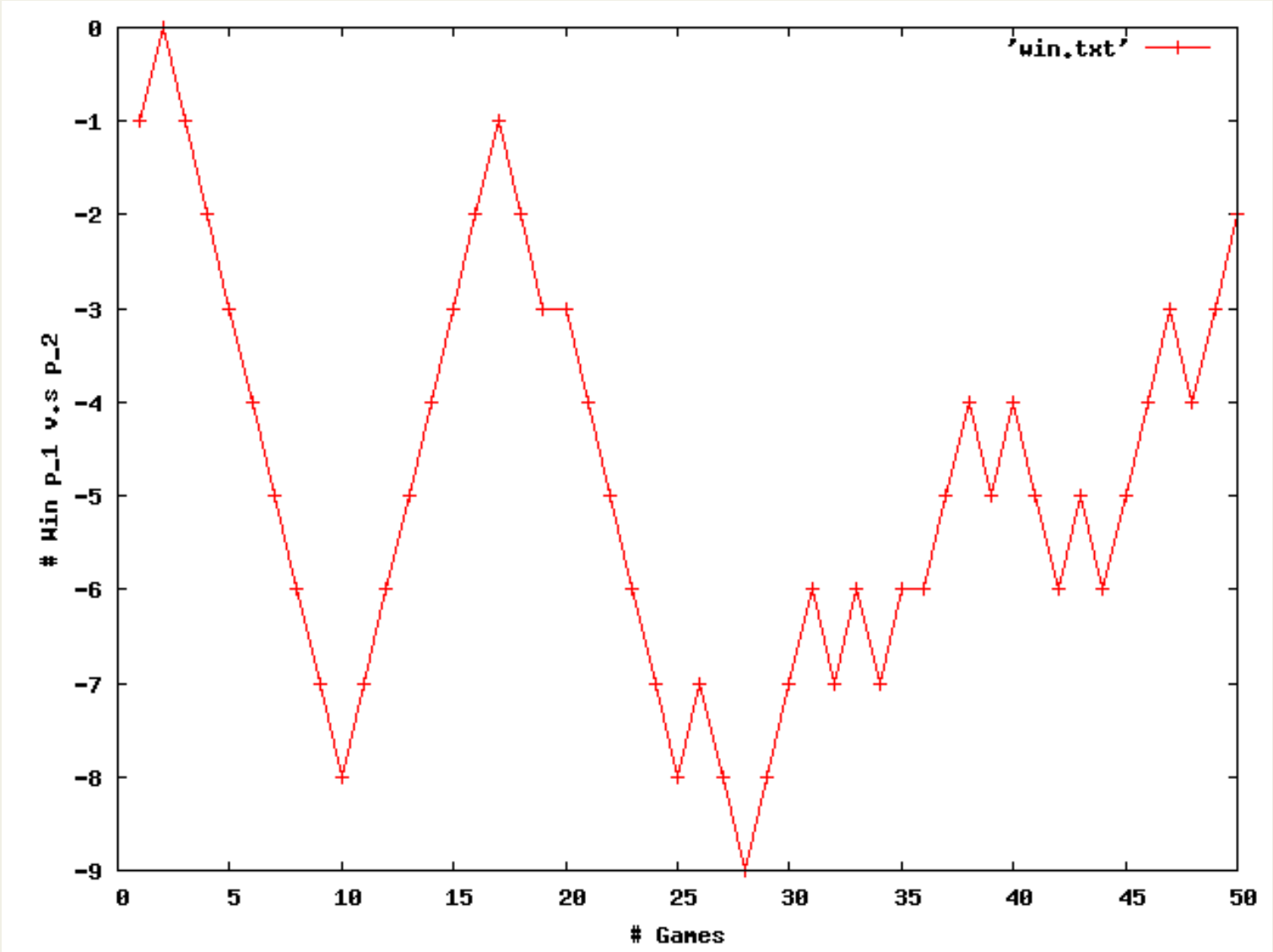
Red: PLAYER 1

Green: PLAYER 2

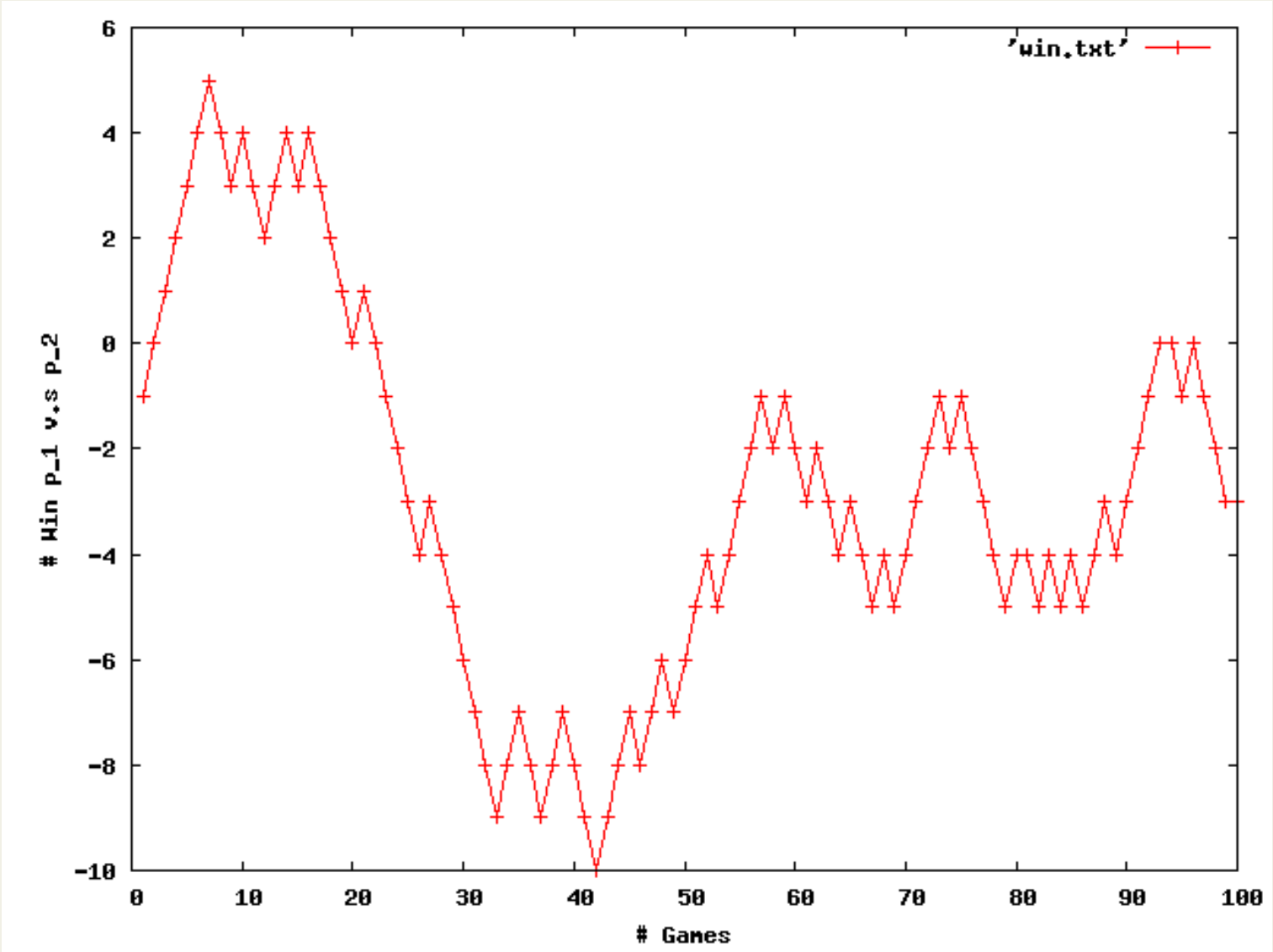
Probability and Graphing



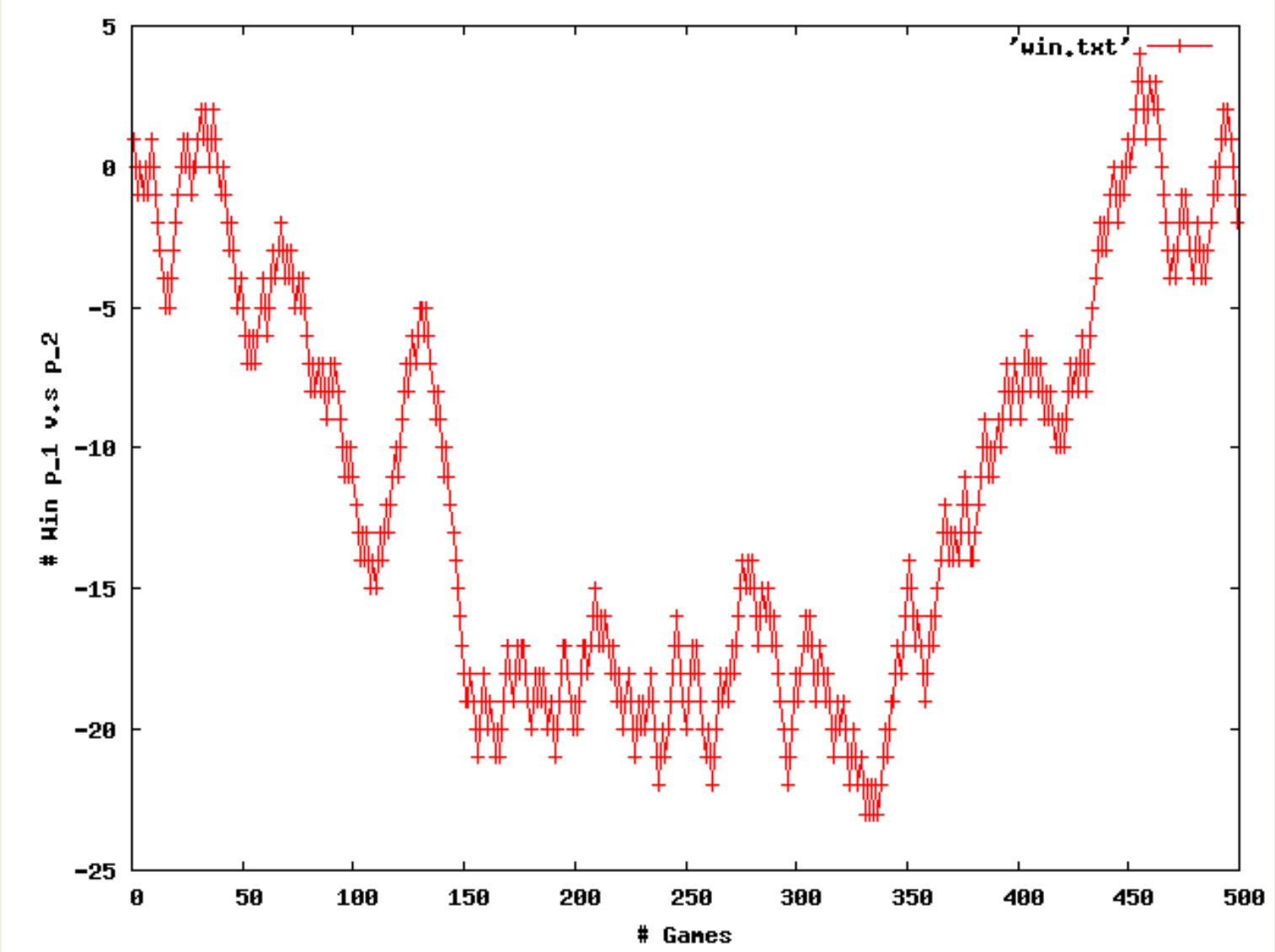
10 Games


'win.txt'
Win P_1 v.s P_2
Games
0
-1
-2
-3
-4
-5
-6
-7
-8
-9
0
5
10
15
20
25
30
35
40
45
50

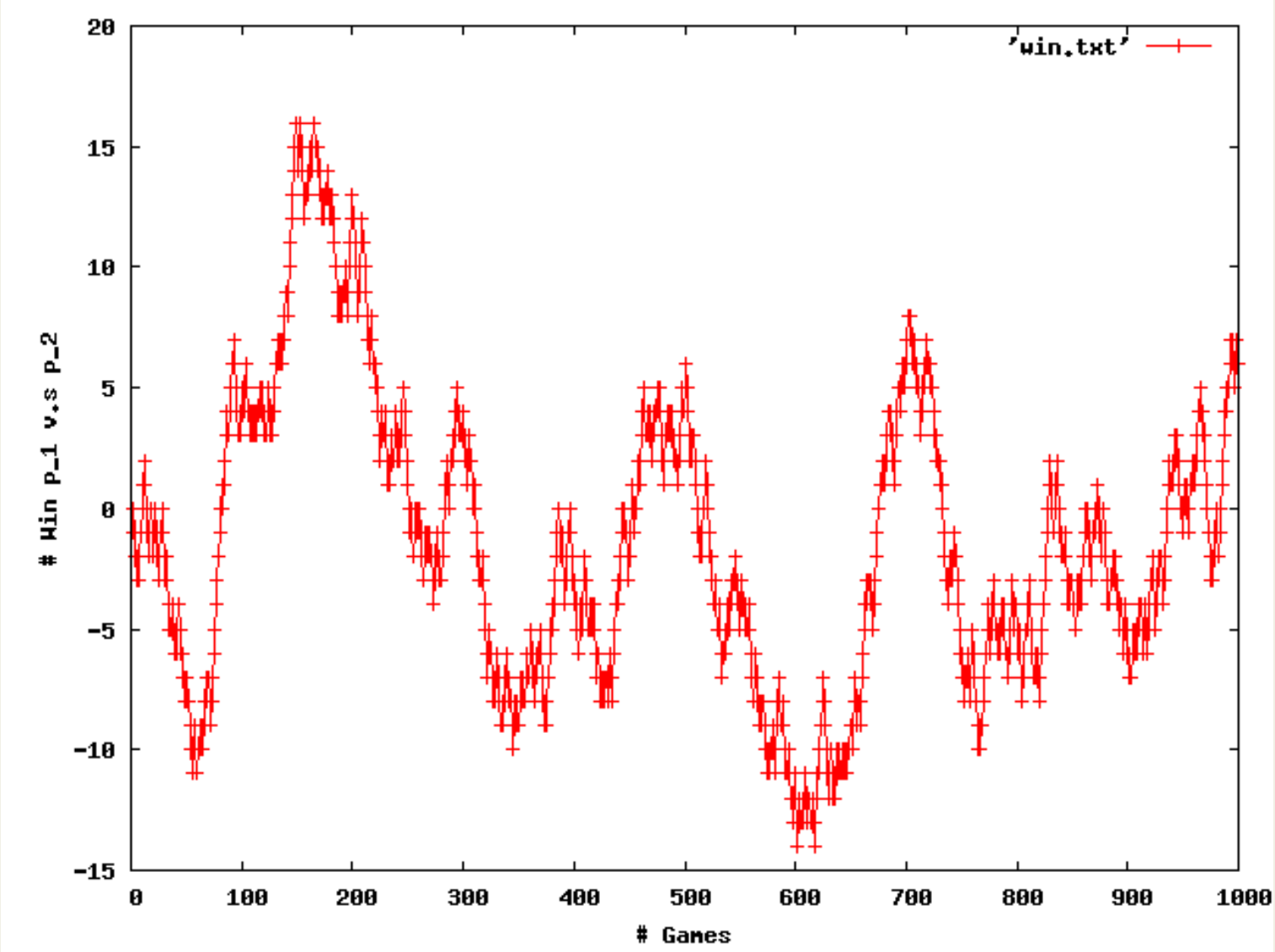
50 Games


'win.txt'
Win P_1 v.s P_2
Games
6
4
2
0
-2
-4
-6
-8
-10
0
10
20
30
40
50
60
70
80
90
100

100 Games


'win.txt'
Win P_1 v.s P_2
Games
5
0
-5
-10
-15
-20
-25
0
50
100
150
200
250
300
350
400
450
500

500 Games


'win.txt'
Win P_1 v.s P_2
Games
20
15
10
5
0
-5
-10
-15
0
100
200
300
400
500
600
700
800
900
1000

1000 Games