

PHYC 2050

Assignment #4

Due: Friday, 9 April 2010, at least an hour before class

For this assignment you are required to write a golfer control module for the Combat Golf programming game. The game and documentation can be found on the class Web site at <http://aolab.phys.dal.ca/~tomduck/classes/phyc2050/>. Carefully read the entire README file for instructions on what to do. We will hold a tournament on the last day of classes pitting the golfers against each other in both individual and team play. The most successful entries will not only perform accurate calculations, but will also employ the best strategy.

Completed golfer control modules should be emailed to me <tom.duck@dal.ca>. Your code should be well-commented so that your solution and strategy are clear. Include both broad overview discussion and comments on the finer details.

This assignment is worth 10% of your total grade. You will find it challenging, so please start early. Your grade will be based on how successful you were in producing a working solution for the various levels of complexity in the game conditions, the quality of your code, the clarity of your comments, and the overall level of effort that you put into it. You will need to use most the programming skills you have developed to date.

Good luck!