

**Engr 123**  
**Assignment 7**  
**Gold Button**

**Assigned: March 19, 2018**  
**Due: April 4, 2018**

This game is played on a line of squares each of which may contain a blue button or a gold button. The object of the game is move the gold button to the far left end so that it can be taken. The winner is the player who takes the gold button subject to the following rules:

1. There are two players who take turns.
2. For each turn a player must either take the button on the far left or move some other button some number of square to the left.
3. Players cannot jump other buttons when moving a single button to the left and neither can two buttons occupy the same square.
4. Play continues until someone takes the gold button.



**Figure 1**

A typical game set up with eight buttons.

Your program should randomly distribute buttons with some assurance that the gold button is not on the left. The user should be able to choose the total number of buttons and the number of squares. Each player moves by left clicking on a button and right clicking on the space where it is to be moved. If the move is illegal a message should appear informing the player of an illegal move. You will need some announcement for a winner and you should allow the game to be reset to play again without restarting the program.

Turn in a zipped project file. Name your zipped file Asn07XXX.zip where XXX are your three initials. Upload your zipped project file to <\\cecsfp01\users\everyone\Engr123>