

Aquino_Corbin_ACSL_JR_4.py

```
1  def move6(x):
2      global myLocation
3      global enemyLocations
4      for i in range(6):
5          if myLocation + x in enemyLocations:
6              break
7          else:
8              myLocation += x
9
10 def checkHorizThenVert(start, end):
11     for x in range(start+1, end):
12         if x in (7, 12, 17, 22, 27, 35, 40, 45, 50):
13             return True
14     return False
15
16 f = open("test-jr.txt", 'r')
17 for line in f.readlines():
18     try:
19         data = [int(x) for x in line.split()]
20         enemyLocations = data[:3]
21         myLocation = data[3]
22         diceRolls = data[-data[4]:]
23
24         for diceRoll in diceRolls:
25             futureLoc = myLocation + diceRoll
26             if futureLoc not in enemyLocations and futureLoc <= 52:
27                 if futureLoc == 52:
28                     myLocation = "GAME OVER"
29                     break
30                 elif futureLoc in (2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47):
31                     myLocation += diceRoll
32                     move6(1)
33                 elif futureLoc in (9, 16, 25, 36, 49):
34                     myLocation += diceRoll
35                     move6(-1)
36                 elif checkHorizThenVert(myLocation, futureLoc):
37                     for d in range(1, diceRoll+1):
38                         if myLocation + d not in enemyLocations:
39                             if (myLocation + d) % diceRoll == 0:
40                                 myLocation += d
41                                 break
42                 else:
43                     myLocation += diceRoll
44
45         print(myLocation)
46     except:
47         print("error")
48
49 f.close()
50
```