—Name: Gomoku game  
  
—Project members: Tingge Yao, Jiayi Xu, Yichi zhang  
  
—Description:  We are going to write a program for Gobang, using scala. The main problems are: 1. Unfamiliar to the scala language 2. Will not use the java UI interface package

Prepare to find a book for scala teaching and learn about the use of scala

Find out if there is any UI interface package that others have compiled. If not, just check the manual of this package.

—Requirements: a list of the requirements the project will satisfy. These are important and will determine if the project will be accepted. You may also list some stretch requirements that your team will try to satisfy if there is time.

Implementation:

1.ui interface

2. Can start new games multiple times

3. Ability to play against players and players

4. Ability to judge the outcome and score

5. Can repent 1 time

Hope to achieve:

1. Simple AI, implement player vs AI

2. Ability to save the game and load the game

3. For the whole game, and single time

4. Can repent 5 times or more

5. Record names and scores for different players and generate leaderboards

6. Implement networking features

—Risks: Identify potential issues that may derail your project.

1. Interface docking between team members

2. The use of the UI package, resulting in the inability to make a graphical interface  
—Resources: List of any resources or material used define or develop this project.

1. Programming in Scala 3th Edition