

## Go Project Updated Deliverables

### Game Project - Go

This project requires you to implement a playable game of Go in MATLAB with at least a 5x5 game board. The rules of Go are described here:

<https://senseis.xmp.net/?BasicRulesOfGo>

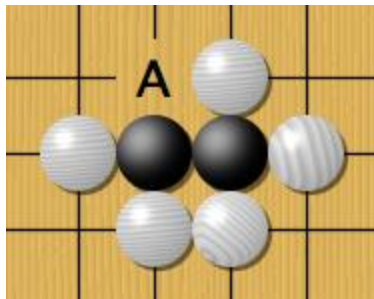
While we will not check for every possible outcome you could have in a game of Go, the game you makes should clearly implement the basic rules (piece placement, capture, and scoring). Other rules, like when the game is over, can be left out of your program.

This project has the following deliverable levels:

C: A text-based implementation of Go. It should report all necessary information for the player(s) to understand the state of the game (i.e. where pieces are, whose turn it is), and have a way for player(s) to take their turn. **For this level** the game at a minimum should have a way for players to both place and remove pieces. You can do this for adding/removing pieces one by one. You do not need to keep track of score or special rule of the game.

B: Add a visual representation of the game state. This should be an image or a visualization using symbols. **For this level** the game at a minimum should have a way for players to both place and remove pieces. You can do this by adding/removing pieces one by one. You do not need to keep track of score or special rule of the game.

A: Implement your game in a GUI. The GUI should contain both your visual representation **and** an interface for any user input needed to play the game. **For this level** the game should have a way to place pieces and remove an entire group of connected pieces. This means, for a game state like this:



If the white player places on space A, and you wanted to remove the black pieces, removing one black piece with your interface should **remove all connected black pieces in that cluster of pieces**. So, your game does not have to automatically remove pieces, but it should remove all pieces that need to be removed at once. This should **not** require you to keep track of clusters of pieces between turns. You do not need to keep track of score or special rule of the game.

So long as your project meets those requirements, you will get the corresponding grade. That means a great deal about *how* you accomplish this project is up to you.