Royal Game of Ur – CS1006 Part 3

Requirements

This project required us to create a digital version of the Royal Game of Ur, featuring a graphical user interface. The game needed to prevent illegal moves and recognise when a player had won. The Royal Game of Ur’s exact rules are not known, so we were required to select one of many different rule sets to implement.

The player should be given the option to play against another person over a local network or play against an AI.

System Overview

Design

Break into 3-4 parts (file structure, Server, GUI, AI)

Implementation

Additions

Testing

Evaluation

Conclusion

References