**Software Design Document**

**1.Overview**

Caro is a board game based on the popular Japanese strategy board game called Gomoku. It is also known in other versions as Five in a Row or Gobang. The game is played on a 15 x 15 grid or sometimes on a 19 x 19 grid, depending on the version. Caro is somewhat similar to Tic Tac Toe except that the former requires the player to be able to create an unbroken row of five symbols whereas Tic Tac Toe is played on a 3 x 3 grid and only requires the player to create an unbroken row of three symbols to win.

**2. Game Mechanic**

*How to play*: Playing Caro is pretty straightforward. It is played using the X and O symbol. Two players play against each other on 19 x 19 grid. The player representing the “X” symbol gets to take the first turn followed by the player representing the “O” symbol. Players take turns placing their symbol on an open intersection on the board. It is very much a game of strategy, as players have to race to create an unbroken row of five symbols while blocking their opponent to prevent them from creating five in a row.

*Goal:* The player that manages to create five in a row first wins the round. The row can be horizontal, vertical, or diagonal as long as it is unbroken.

