

A Gomoku game where the objective is to connect five pieces in a row — either horizontally, vertically, or diagonally at a 45-degree angle. The game includes a user scoring system, a game save system, and an in-game move history display system.

LINGYUN MAO responsible for the database part of this project

(GameDAO.java, MoveHistoryDAO.java, DatabaseMananger.java, HistoryPanel.java, MoveRecord.java, PlayerDAO.java, part of GameController.java, PlayerRankingFrame.java)

JIAZHUANG LIU responsible for the GUI and Game feature

(GameController.java, GameFrame.java, MainMenuFrame.java, PlayerRankingFrame.java, BoardPanel.java, ChessPiece.java, SavedGame.java, PlayerRankingFrame.java, player.java)

Github links: [https://github.com/Eamonn-heiyaoai/P31\\_25293517\\_25293740.git](https://github.com/Eamonn-heiyaoai/P31_25293517_25293740.git)