

# GOMOKU GAME APPS SUMMARY

## 1. Project introduction

### 1.1 Game introduction

The traditional board game Gomoku, also called Five in a Row, is an abstract strategy game. It is played with Go pieces (black and white stones) on a Go board. The winner is the first player to form an unbroken chain of five stones horizontally, vertically, or diagonally ("Gomoku", 2019).

### 1.2 The special features of the game

- It allows two players play the game on the phone.
- It allows player play against the AI.
- The Bomb button allow to place a bottom, which will destroy all other pieces placed around it.

### 1.3 Developers

- Hala Abdulaziz Alsouly (u5995105).
- Jun Yang (u6767560).
- Sayed Zufikar (u6456228).
- Xu Duan (u6721702).

### 1.4 The time span of the project

From 2 April to 24 May

## 2. The methodology and framework of the development

### 2.1 The platform

- The platform of the game is on Android Studio, based on SDK 9.0.
- The game will run on the Android phones, the minimum version of the SDK should be above 4.4 KitKat.

### 2.2 Remote repository

Work on the Gitlab remote repository

(<https://gitlab.cecs.anu.edu.au/u5995105/assignapp2019s1.git>).

### 2.3 Data storage

Only games records will be stored in the internal storage of the phone.

## 3. External Library

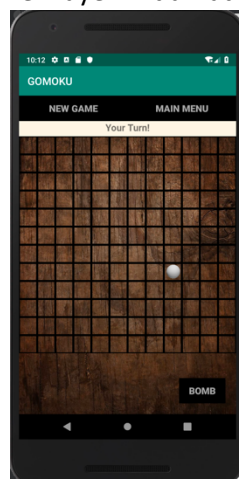
test:rules:1.0.2

## 4. Game Interface

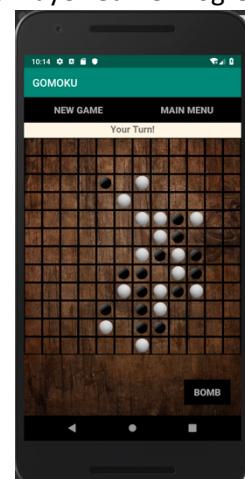
Main Menu



One Player Initialization



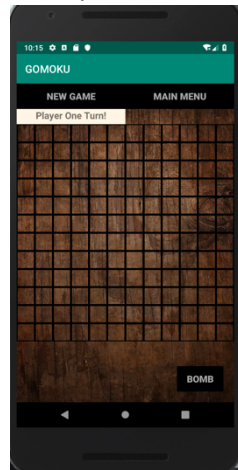
One Player Game Progress



Lost a Game



Two Player Initialization



Two Player Game Progress



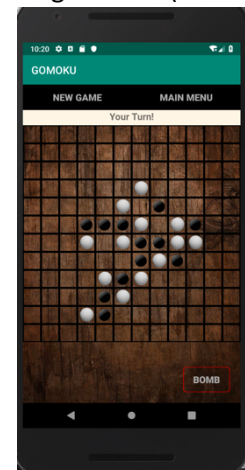
Player One Win



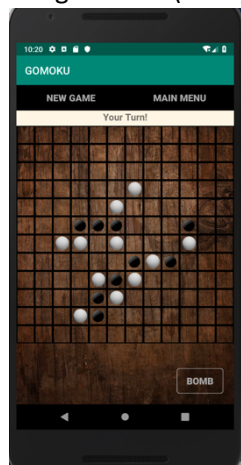
Player Two Win



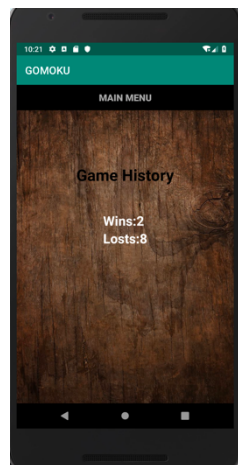
Using a Bomb (before)



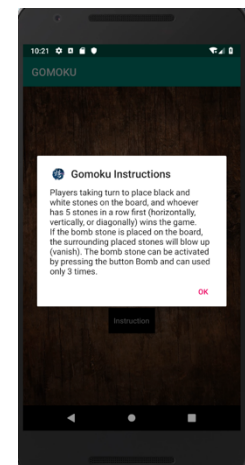
Using a Bomb (after)



Record Menu



Instruction Menu



## 5. Reference

Gomoku. (2019). Retrieved from <https://en.wikipedia.org/wiki/Gomoku>