Term Project Notification

Gomoku_Renju_Rule

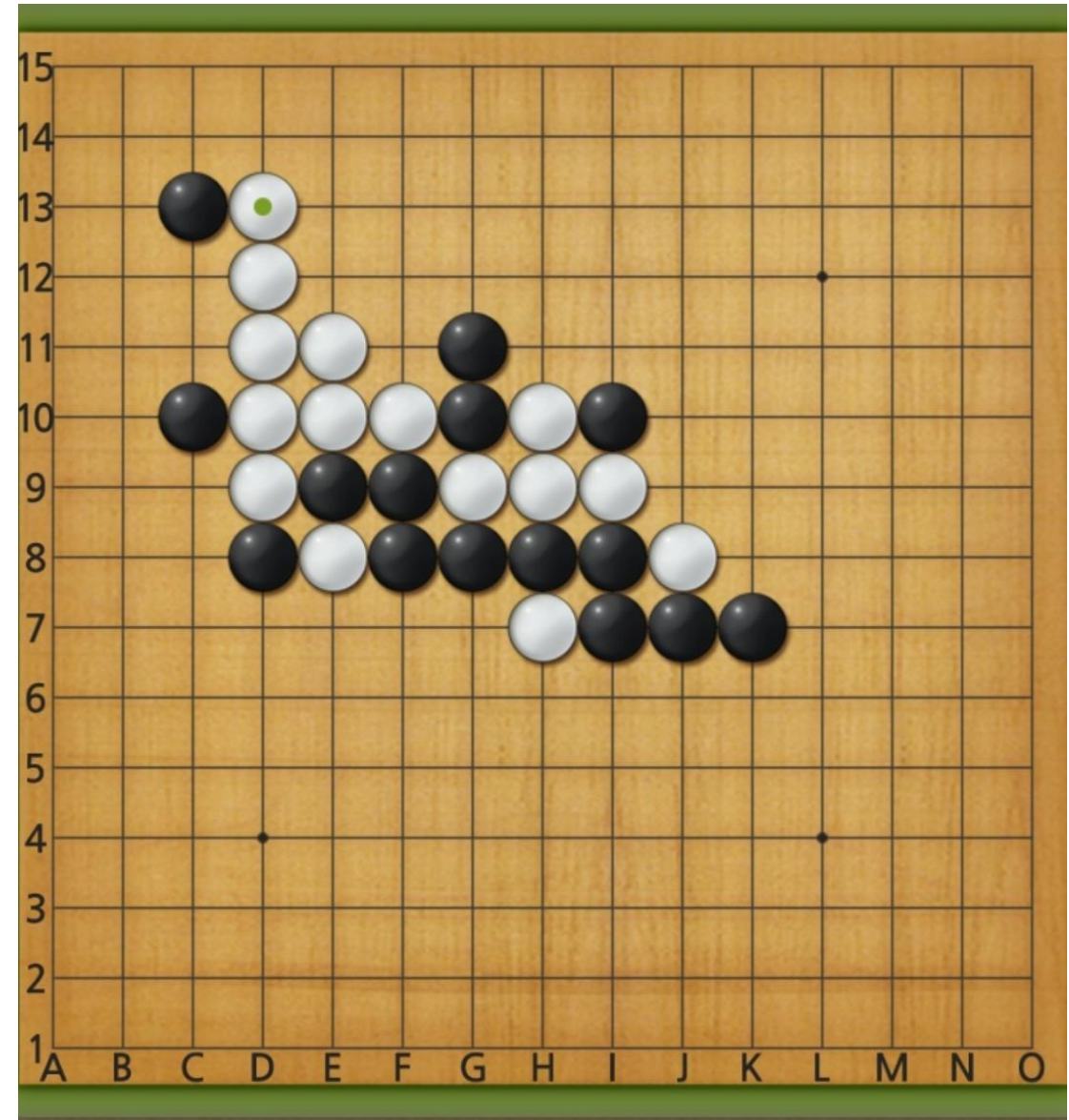SNU 2024-2

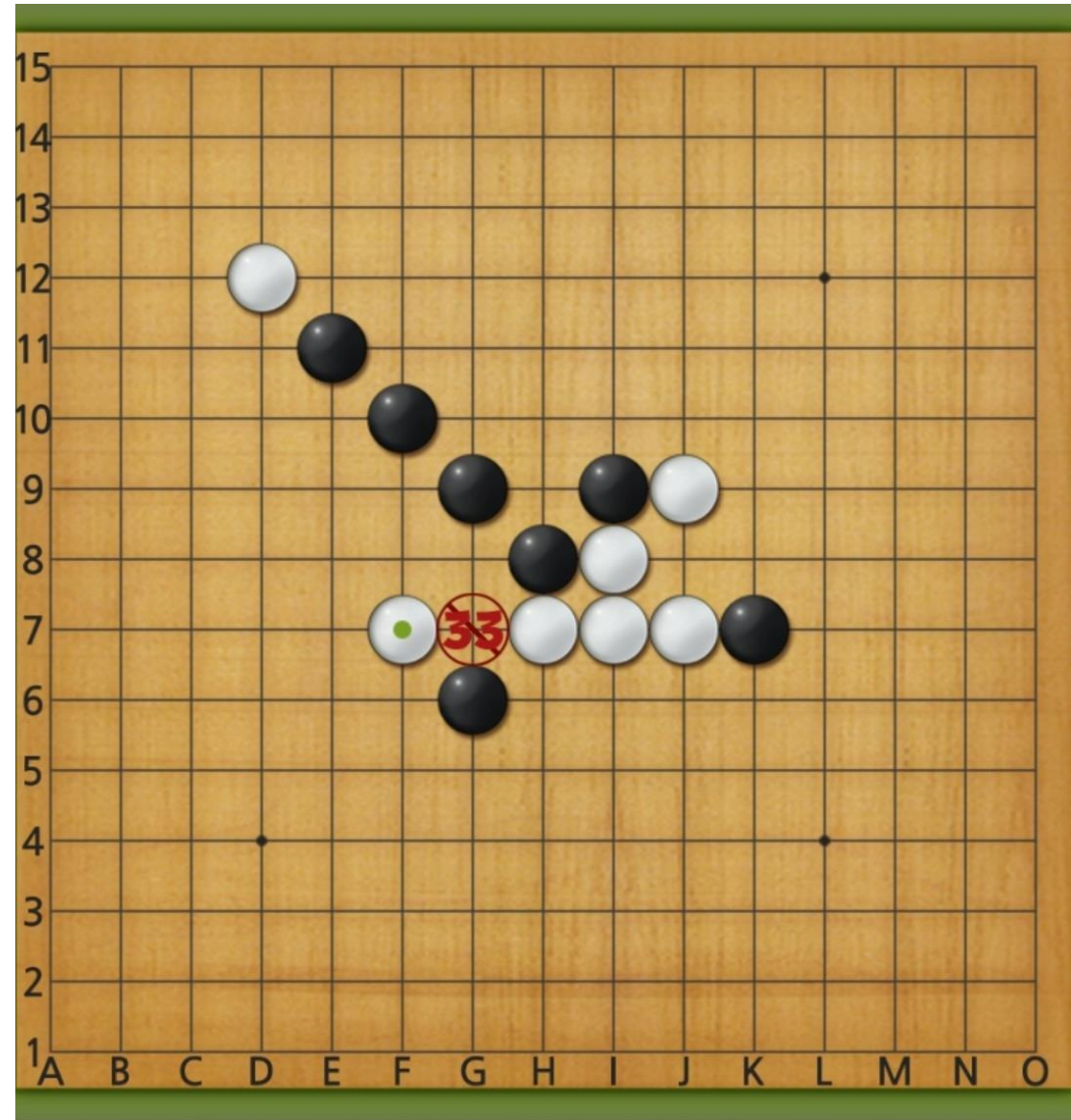Programming Practice

Introduction

- **Gomoku** (also known as Five in a row) is a traditional board game
- Two players take turns placing stones on the board
- The goal is to align **five stones in a row** either horizontally, vertically, or diagonally to win the game

Introduction

- **Renju** is a professional variation of the traditional **Gomoku** (Five in a Row) game, designed to <u>eliminate the inherent advantage of the first player</u>

- First player is not allowed to make a 3x3 fork

- First player is not allowed to make a 4x4 fork

- First player is not allowed to make an overline (6 or more stones in a row)

Assignment Requirements

- Create a two-player Gomoku game without errors (5 points)
- The first player is not allowed to make a 3x3 fork (10 points)
- The first player is not allowed to make a 4x4 fork (10 points)
- The first player is not allowed to make a row of six or more stones (10 points)
- Bonus: Additional features (15 points)
  - Examples: Single-player mode with a computer opponent, the ability to change the board size, resign option, undo, redo, etc.
- Due: November 24th, 11:59 PM
  - 15 points will be deducted per day for late submissions
- Submission file: studentid_name.zip, which contains the renju.c file and a readme.txt file with a description of the submission

Reference

- The reference code is available in ETL

- More details about Renju rule can be found at
  https://www.renju.net/rules/