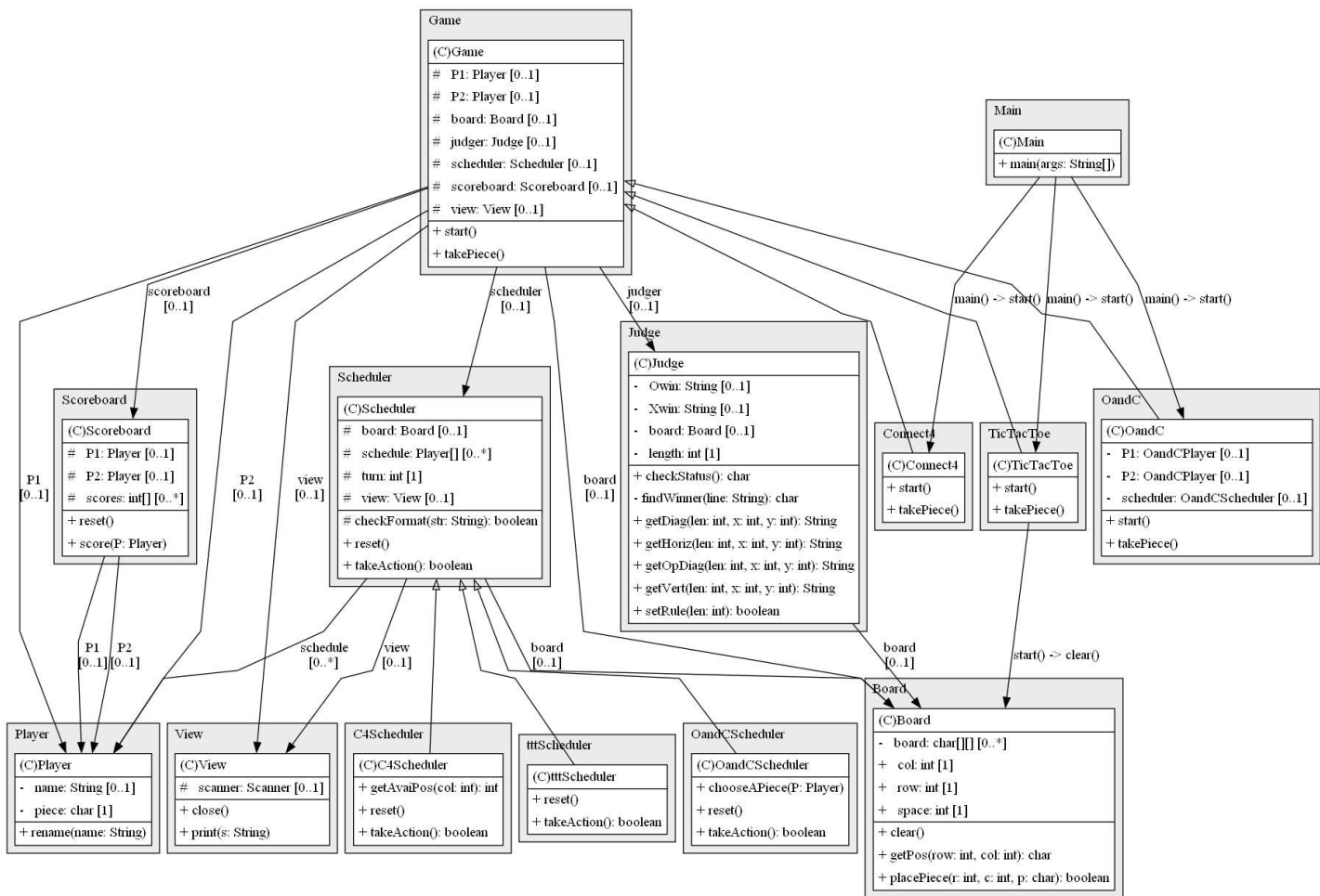


I think a board game is that two players take turns placing pieces on the board. So, I designed Game, Player and Scheduler classes. The details of games can be achieved by extending these classes. In order to determine if the game is over, I designed Judge class. Also, I made scoreboard class to record score of each player and the number of ties.



I designed the Board class to have variable size. Users can generize different board with different length and width by parameters.

I designed the Judge class to support determining whether there is a horizontal, vertical, or diagonal line of the same kind of pieces on the board. Users can set the number of pieces in the line through setRule() function.

The Scheduler abstract class allows two players to act in a specific order and place their pieces. The Game class is the general board game abstract class. It has setting, takePiece, start abstract functions that needed to be complete.

By creating subclasses that extends Game and Schedule class, new board game can be easily implemented. If the winning conditions is related to a horizontal, vertical, or diagonal line of the same kind of pieces on the board, it can be implemented by Judge class. Noticed that the Board class only supports place one piece and remove all pieces on the board. It doesn't have function that remove a specific piece on the board.