Blokus Project

Robert Duarte, Kyle Michel, George Tolley, Aaron Wise

This program creates and runs a version of the board game Blokus. It creates a two-dimensional array ‘board’ of structures called Squares, which are then used to play the game. Each player has 21 pieces, and take turns expanding out from their beginning corner of the board in an attempt to cover the most possible squares with their pieces. The player with the most squares covered when no moves can be made is the winner.

Our group worked in a very haphazard development process, slightly mirroring a waterfall design process. We began with laying out the requirements for the project as put forward by our client, and then moved forward into design and development. We chose to use Java as our coding language, as it was one we were all familiar with and knew at least basics of GUI development for.