

DOCUMENTATION

Description of project:

Black hole

Black hole is a two-player game, played on a board consists of $n \times n$ fields, which has a black hole at its center. Each player has $n-1$ spaceships, which are placed initially in the lower (upper) diagonal of the board (so the same colored spaceships placed on the same side).

The players take turns moving one of their own spaceships. The black hole interferes with the navigation system of the spaceships, so they cannot move only one place, but they move until they reach the edge of the board, the black hole, or other spaceship. A spaceship cannot jump over other one. A player wins, if he manages to move half of his spaceships into the black hole.

Implement this game, and let the board size be selectable (5x5, 7x7, 9x9). The game should recognize if it is ended, and it has to show in a message box which player won.

To User:

Black hole is a two-player game, played on a board consists of $n \times n$ fields, which has a black hole at its center. Both RED and YELLOW players has $n-1$ spaceships, which are colored according to their owner.

The RED player starts the game. The players take turns moving one of their own spaceships in four directions. At the bottom of the screen you can see which players turn is now. In order to move spaceship player chooses one of his/her spaceship, and then presses one of the following keys on keyboard:

- Up
- Down
- Left
- Right

The black hole interferes with the navigation system of the spaceships, so they cannot move only one place, but they move until they reach the edge of the board, the black hole, or other spaceship. A spaceship cannot jump over another one. A player wins, if he/she manages to move half of his spaceships into the black hole.

On the top of the screen there is menu "Game ".It contains two menu items:

- "New ": by which you can choose board size
- "Exit": by which you can exit the game.

UML Diagram:

