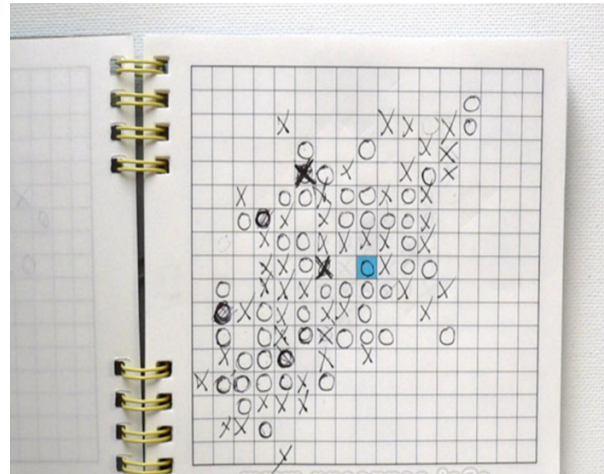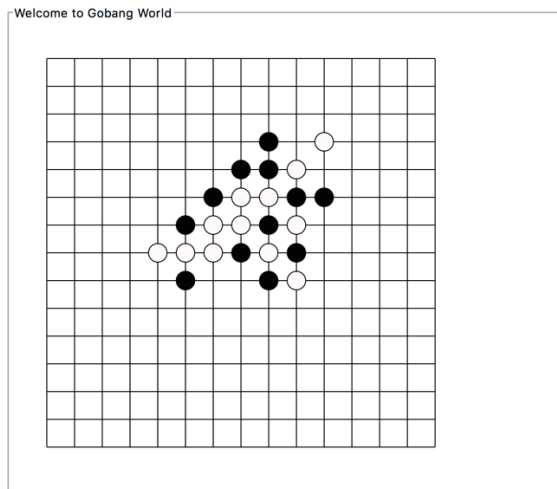Welcome to Gobang World!

The gobang, also known as five in a row, is a two-player game. Gobang is a very memorable childhood game for me. It was often played by using papers and pencils at breaks between classes with classmates. Today, I implemented a simple version of gobang by using Python 3 and GUI.

Game Rule:
The players are represented by the black stones and the white stones. As tradition, the player with black stores goes firstly. Then, two players alternatively place stones on the empty space of the intersections on the chess broad. The winner is the first player who forms a 5-stone chain vertically, horizontally or diagonally on the chess broad.



File List:
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- README
- Track.py
- Chess.py
- main.py
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Design:
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- Trace.py:
  In the first part, the script enables to map the chess broad grids to the pixel coordinates on the canvas.
  In the second part, the script records the information of each step including the number of accumulated steps, the current player, the win condition, the recorded intersections on the chess broad.

- Chess.py:
  This script mainly creates a GUI for the game.
  Firstly, it designs all widgets on the canvas with a title, points, grids and a clicking activity.
  Secondly, all widgets are grouped in the frame.

- main.py:
  The python script gets executed by the main function.

Have Fun,
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