Package com.feke.kamisado

Class Board

java.lang.Object
com.feke.kamisado.Board

All Implemented Interfaces:
> Serializable

---

public class Board extends Object implements Serializable
The Board class represents the game board and handles all game logic, including player and bot interactions, scoring, and turn management.

See Also:

- Serialized Form

Method Summary

| All Methods | Instance Methods | Concrete Methods |

Modifier and Type
Method
Description

`com.feke.kamisado.Tile[][]`
getMap()
Gets the current map representation.

`int[]`
getPoints()
Retrieves the current scores for both players.

```
com.feke.kamisado.Coordinate
```
[getSelected](）()
Gets the currently selected coordinate.
```
void
```
[interact](com.feke.kamisado.Coordinate coord)
Handles interaction with a tile on the board.

Methods inherited from class java.lang.**[Object](#)**

[clone](#), [equals](#), [finalize](#), [getClass](#), [hashCode](#), [notify](#), [notifyAll](#), [toString](#), [wait](#), [wait](#), [wait](#)

• **Method Details**

- ○ **interact**

  public void interact(com.feke.kamisado.Coordinate coord)
  Handles interaction with a tile on the board. Updates the active piece or attempts to move it.

  Parameters:
  > `coord` - the coordinate of the tile being interacted with.

- ○ **getPoints**

  public int[] getPoints()
  Retrieves the current scores for both players.

  Returns:
  > an array of scores where index 0 is Black and index 1 is White.

- ○ **getMap**

  public com.feke.kamisado.Tile[][] getMap()
  Gets the current map representation.

  Returns:
  > a 2D array of Tiles representing the map.

- ○ **getSelected**

  public com.feke.kamisado.Coordinate getSelected()
  Gets the currently selected coordinate.

  Returns:
  > the coordinate of the selected piece.

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Package [com.feke.kamisado](#)

Class Bot

[java.lang.Object](#)
com.feke.kamisado.Bot

---

public class Bot extends [Object](#)
Represents the bot logic for the game. The bot uses the minimax algorithm to determine the optimal move based on the current board state.

Constructor Summary

Constructors
Constructor
Description

`Bot`()

Method Summary

| All Methods | Instance Methods | Concrete Methods |

Modifier and Type
Method
Description

`com.feke.kamisado.Coordinate`

[getMovement](#)(com.feke.kamisado.Coordinate coord, com.feke.kamisado.Tile[][] matrix)
Calculates the best possible movement for the bot using the minimax algorithm.

Methods inherited from class java.lang.[Object](#)

- # Constructor Details

  - ## Bot

    public Bot()

- # Method Details

  - ## getMovement

    public com.feke.kamisado.Coordinate getMovement(com.feke.kamisado.Coordinate coord, com.feke.kamisado.Tile[][] matrix)
    Calculates the best possible movement for the bot using the minimax algorithm. Takes the current coordinate of a piece and the game board state as input.

    Parameters:
      coord - The current coordinate of the piece being moved by the bot.
      matrix - The current state of the board represented as a 2D array of Tiles.
    Returns:
      The coordinate of the optimal move for the bot to make.

Package [com.feke.kamisado](#)

Class Controller

[java.lang.Object](#)
com.feke.kamisado.Controller

---

public class Controller extends [Object](#)
The Controller class manages the flow of the game, including user interactions, saving/loading the game, and managing the Board and View.

- ## Method Summary

	All Methods		Instance Methods		Concrete Methods

Modifier and Type	Method	Description
void	[save](#)()	Saves the current game state to a file.
void	[startGame](#)(boolean isNormalMode, boolean isBotPlaying)	Starts a new game with the specified mode and bot-playing option.

  ### Methods inherited from class java.lang.[Object](#)

  [clone](#), [equals](#), [finalize](#), [getClass](#), [hashCode](#), [notify](#), [notifyAll](#), [toString](#), [wait](#), [wait](#), [wait](#)

- ## Method Details

- **save**

  public void save()
  Saves the current game state to a file.

- **startGame**

  public void startGame(boolean isNormalMode, boolean isBotPlaying)
  Starts a new game with the specified mode and bot-playing option.

  Parameters:
  > `isNormalMode` - whether the game is in normal mode (15 points to win).
  > `isBotPlaying` - whether a bot will play.

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Package com.feke.kamisado

Class Map

java.lang.Object
com.feke.kamisado.Map

All Implemented Interfaces:

`Serializable`

---

public class Map extends Object implements Serializable
Represents the game map, which includes the board's tiles and manages the pieces. Implements Serializable to allow the map to be saved and restored.

See Also:

- Serialized Form

Method Summary

All Methods	Instance Methods	Concrete Methods

Modifier and Type	Method	Description
int	`getDragonTeeth`(com.feke.kamisado.Coordinate coord)	Gets the number of dragon teeth collected by the piece at the specified coordinate.
com.feke.kamisado.Tile[][]	`getMap`()	

Gets the map matrix for visualization purposes.

```
int
```

[getMovementLength](com.feke.kamisado.Coordinate coord)

Gets the movement length of the piece at the specified coordinate.

```
com.feke.kamisado.Coordinate
```

[getNextPieceCoordinate](com.feke.kamisado.Coordinate coord)

Returns the next piece's coordinate based on the provided piece's color and opposing team.

```
com.feke.kamisado.Coordinate
```

[getSelected]()

Gets the coordinate of the currently selected tile.

```
com.feke.kamisado.TeamEnum
```

[getTeam](com.feke.kamisado.Coordinate coord)

Gets the team of the piece at the specified coordinate.

```
com.feke.kamisado.ColorEnum
```

[getTileColor](com.feke.kamisado.Coordinate coord)

Gets the color of the tile at the specified coordinate.

```
boolean
```

[isTurnOver]()

Checks whether a piece has reached the enemy's base line to determine if the turn is over.

```
boolean
```

[movePiece](com.feke.kamisado.Coordinate currCoord, com.feke.kamisado.Coordinate nextCoord)

Moves a piece from the current coordinate to the next coordinate if the move is valid.

```
void
```

[resetMap]()

Resets the map and repositions pieces.

```
boolean
```

[selectTile](com.feke.kamisado.Coordinate coord)

Flags the tiles that can be moved to from the provided coordinate.

```
void
```

[unflagTiles]()

Unflags all tiles in the map, resetting their status to unflagged.

Methods inherited from class java.lang.[Object](#)

[clone](#), [equals](#), [finalize](#), [getClass](#), [hashCode](#), [notify](#), [notifyAll](#), [toString](#), [wait](#), [wait](#), [wait](#)

Method Details

getSelected

public com.feke.kamisado.Coordinate getSelected()
Gets the coordinate of the currently selected tile.

Returns:
    The coordinate of the selected tile, or null if no tile is selected.

getMap

public com.feke.kamisado.Tile[][] getMap()
Gets the map matrix for visualization purposes.

Returns:
    A 2D array of Tile objects representing the map.

movePiece

public boolean movePiece(com.feke.kamisado.Coordinate currCoord, com.feke.kamisado.Coordinate nextCoord)
Moves a piece from the current coordinate to the next coordinate if the move is valid.

Parameters:
    currCoord - The current coordinate of the piece.
    nextCoord - The target coordinate for the move.
Returns:
    True if the move is successful, false otherwise.

- **resetMap**

  public void resetMap()
  Resets the map and repositions pieces.

- **getNextPieceCoordinate**

  public com.feke.kamisado.Coordinate getNextPieceCoordinate(com.feke.kamisado.Coordinate coord)
  Returns the next piece's coordinate based on the provided piece's color and opposing team.

  Parameters:
      `coord` - The coordinate of the current piece.
  Returns:
      The coordinate of the next piece.

- **selectTile**

  public boolean selectTile(com.feke.kamisado.Coordinate coord)
  Flags the tiles that can be moved to from the provided coordinate.

  Parameters:
      `coord` - The coordinate of the piece that is being moved.
  Returns:
      True if valid moves are available, false otherwise.

- **unflagTiles**

  public void unflagTiles()
  Unflags all tiles in the map, resetting their status to unflagged.

- **isTurnOver**

  public boolean isTurnOver()
  Checks whether a piece has reached the enemy's base line to determine if the turn is over.

  Returns:
      True if a piece has reached the enemy's base line, false otherwise.

- **getDragonTeeth**

  public int getDragonTeeth(com.feke.kamisado.Coordinate coord)
  Gets the number of dragon teeth collected by the piece at the specified coordinate.

  Parameters:
      `coord` - The coordinate of the piece whose dragon teeth count is to be retrieved.
  Returns:
      The number of dragon teeth collected by the piece.

- **getMovementLength**

  public int getMovementLength(com.feke.kamisado.Coordinate coord)
  Gets the movement length of the piece at the specified coordinate.

  Parameters:
      `coord` - The coordinate of the piece whose movement length is to be retrieved.
  Returns:
      The movement length of the piece.

- **getTeam**

  public com.feke.kamisado.TeamEnum getTeam(com.feke.kamisado.Coordinate coord)
  Gets the team of the piece at the specified coordinate.

  Parameters:
      `coord` - The coordinate of the piece whose team is to be retrieved.
  Returns:

The team of the piece, or TeamEnum.NONE if no piece is present.

- **getTileColor**

  public com.feke.kamisado.ColorEnum getTileColor(com.feke.kamisado.Coordinate coord)
  Gets the color of the tile at the specified coordinate.

  Parameters:
    `coord` - The coordinate of the tile whose color is to be retrieved.
  Returns:
    The color of the tile.

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Package com.feke.kamisado

package com.feke.kamisado

- Classes
  Class
  Description
  Board
  The Board class represents the game board and handles all game logic, including player and bot interactions, scoring, and turn management.
  Bot
  Represents the bot logic for the game.
  Controller
  The Controller class manages the flow of the game, including user interactions, saving/loading the game, and managing the Board and View.
  Map
  Represents the game map, which includes the board's tiles and manages the pieces.
  Piece
  Represents a piece on the game board.
  Position
  Represents a position on the game board.
  View

Hierarchy For Package com.feke.kamisado

Class Hierarchy

- java.lang.[Object](#)
  - com.feke.kamisado.[Board](#) (implements java.io.[Serializable](#))
  - com.feke.kamisado.[Bot](#)
  - java.awt.[Component](#) (implements java.awt.image.[ImageObserver](#), java.awt.[MenuContainer](#), java.io.[Serializable](#))
    - java.awt.[Container](#)
      - java.awt.[Window](#) (implements javax.accessibility.[Accessible](#))
        - java.awt.[Frame](#) (implements java.awt.[MenuContainer](#))
          - javax.swing.[JFrame](#) (implements javax.accessibility.[Accessible](#), javax.swing.[RootPaneContainer](#), javax.swing.[WindowConstants](#))
            - com.feke.kamisado.[View](#)
  - com.feke.kamisado.[Controller](#)
  - com.feke.kamisado.[Map](#) (implements java.io.[Serializable](#))
  - com.feke.kamisado.[Piece](#) (implements java.io.[Serializable](#))
  - com.feke.kamisado.[Position](#)

Package com.feke.kamisado

Class Piece

java.lang.Object
com.feke.kamisado.Piece

All Implemented Interfaces:
    `Serializable`

---

public class Piece extends Object implements Serializable
Represents a piece on the game board. Tracks the team, color, and abilities of the piece.

See Also:

- Serialized Form

Method Summary

| All Methods | Instance Methods | Concrete Methods |

Modifier and Type
Method
Description

`com.feke.kamisado.ColorEnum`
getColor()
Gets the color of the piece.

`int`
getDragonTeeth()
Gets the number of dragon teeth collected by the piece.

```
int
```
[getMovementLength](())
Gets the movement length of the piece, which is calculated based on the number of dragon teeth.
```
com.feke.kamisado.TeamEnum
```
[getTeam]()
Gets the team of the piece.
```
void
```
[increaseDragonTeeth]()
Increases the dragon teeth count by 1, with a maximum value of 3.

Methods inherited from class java.lang.[Object]

[clone], [equals], [finalize], [getClass], [hashCode], [notify], [notifyAll], [toString], [wait], [wait], [wait]

Method Details

getMovementLength

public int getMovementLength()
Gets the movement length of the piece, which is calculated based on the number of dragon teeth.

Returns:
    The movement length of the piece.

getDragonTeeth

public int getDragonTeeth()
Gets the number of dragon teeth collected by the piece.

Returns:
    The number of dragon teeth.

increaseDragonTeeth

public void increaseDragonTeeth()
Increases the dragon teeth count by 1, with a maximum value of 3.

getTeam

public com.feke.kamisado.TeamEnum getTeam()
Gets the team of the piece.

Returns:
    The team of the piece.

getColor

public com.feke.kamisado.ColorEnum getColor()
Gets the color of the piece.

Returns:
    The color of the piece.
```
int
```
[getMovementLength]()
Gets the movement length of the piece, which is calculated based on the number of dragon teeth.
```
com.feke.kamisado.TeamEnum
```
[getTeam]()

Package com.feke.kamisado

Class Position

java.lang.Object
com.feke.kamisado.Position

---

public class Position extends Object
Represents a position on the game board. Evaluates and manages the position of pieces for gameplay purposes.

- ## Method Summary

  All Methods   Instance Methods   Concrete Methods

  Modifier and Type
  Method
  Description

  com.feke.kamisado.Coordinate
  getCoordinate()
  Gets the coordinate of this position.

  int
  getEvaluation()
  Evaluates the position to determine its value for decision-making in gameplay.

  ArrayList<Position>
  getPossiblePositions()
  Gets all possible positions that can be reached from the current position.

  ArrayList<com.feke.kamisado.Coordinate>
  getValidMovements(com.feke.kamisado.Coordinate coord)
  Gets all valid movements from the given coordinate.

  boolean

Methods inherited from class java.lang.[Object](#)

[clone](#), [equals](#), [finalize](#), [getClass](#), [hashCode](#), [notify](#), [notifyAll](#), [wait](#), [wait](#), [wait](#)

• Method Details

- ## toString

  public [String](#) toString()
  Returns a string representation of the position.

  Overrides:
  >   [toString](#) in class [Object](#)
  Returns:
  >   A string representation of the coordinate.

- ## getCoordinate

  public com.feke.kamisado.Coordinate getCoordinate()
  Gets the coordinate of this position.

  Returns:
  >   The coordinate of this position.

- ## getEvaluation

  public int getEvaluation()
  Evaluates the position to determine its value for decision-making in gameplay.

  Returns:
  >   The evaluation score of this position.

- ## isEndOfGame

  public boolean isEndOfGame()
  Checks if this position is a game-ending position for a piece.

  Returns:
  >   True if the piece is in a game-ending position, false otherwise.

- ## getPossiblePositions

  public [ArrayList](#)<[Position](#)> getPossiblePositions()
  Gets all possible positions that can be reached from the current position.

  Returns:
  >   A list of possible positions from this position.

- ## getValidMovements

  public [ArrayList](#)<com.feke.kamisado.Coordinate> getValidMovements(com.feke.kamisado.Coordinate coord)
  Gets all valid movements from the given coordinate.

  Parameters:
  >   coord - The coordinate of the piece.
  Returns:
  >   A list of coordinates representing valid movements.

Package [com.feke.kamisado](#)

Class View

[java.lang.Object](#)
[java.awt.Component](#)
[java.awt.Container](#)
[java.awt.Window](#)
[java.awt.Frame](#)
[javax.swing.JFrame](#)
com.feke.kamisado.View

All Implemented Interfaces:

`ImageObserver`, `MenuContainer`, `Serializable`, `Accessible`, `RootPaneContainer`, `WindowConstants`

---

public class View extends [JFrame](#)

See Also:

- [Serialized Form](#)

- **Nested Class Summary**

  Nested classes/interfaces inherited from class javax.swing.[JFrame](#)

  `JFrame.AccessibleJFrame`

  Nested classes/interfaces inherited from class java.awt.[Frame](#)

  `Frame.AccessibleAWTFrame`

Nested classes/interfaces inherited from class java.awt.[Window](#)

[Window.AccessibleAWTWindow](#), [Window.Type](#)

Nested classes/interfaces inherited from class java.awt.[Container](#)

[Container.AccessibleAWTContainer](#)

Nested classes/interfaces inherited from class java.awt.[Component](#)

[Component.AccessibleAWTComponent](#), [Component.BaselineResizeBehavior](#), [Component.BltBufferStrategy](#), [Component.FlipBufferStrategy](#)

- # Field Summary

Fields inherited from class javax.swing.[JFrame](#)

[accessibleContext](#), [rootPane](#), [rootPaneCheckingEnabled](#)

Fields inherited from class java.awt.[Frame](#)

[CROSSHAIR_CURSOR](#), [DEFAULT_CURSOR](#), [E_RESIZE_CURSOR](#), [HAND_CURSOR](#), [ICONIFIED](#), [MAXIMIZED_BOTH](#), [MAXIMIZED_HORIZ](#), [MAXIMIZED_VERT](#), [MOVE_CURSOR](#), [N_RESIZE_CURSOR](#), [NE_RESIZE_CURSOR](#), [NORMAL](#), [NW_RESIZE_CURSOR](#), [S_RESIZE_CURSOR](#), [SE_RESIZE_CURSOR](#), [SW_RESIZE_CURSOR](#), [TEXT_CURSOR](#), [W_RESIZE_CURSOR](#), [WAIT_CURSOR](#)

Fields inherited from class java.awt.[Component](#)

[BOTTOM_ALIGNMENT](#), [CENTER_ALIGNMENT](#), [LEFT_ALIGNMENT](#), [RIGHT_ALIGNMENT](#), [TOP_ALIGNMENT](#)

Fields inherited from interface java.awt.image.[ImageObserver](#)

[ABORT](#), [ALLBITS](#), [ERROR](#), [FRAMEBITS](#), [HEIGHT](#), [PROPERTIES](#), [SOMEBITS](#), [WIDTH](#)

Fields inherited from interface javax.swing.[WindowConstants](#)

[DISPOSE_ON_CLOSE](#), [DO_NOTHING_ON_CLOSE](#), [EXIT_ON_CLOSE](#), [HIDE_ON_CLOSE](#)

- # Method Summary

| All Methods | Instance Methods | Concrete Methods |

Modifier and Type
Method
Description

void
[dispose](#)()

void
[renderGame](#)(com.feke.kamisado.Tile[][] tiles)

void
[renderGameOptions](#)(boolean isBotPlaying)

void
[renderMenu](#)()

Methods inherited from class javax.swing.[JFrame](#)

[addImpl](#), [createRootPane](#), [frameInit](#), [getAccessibleContext](#), [getContentPane](#), [getDefaultCloseOperation](#), [getGlassPane](#), [getGraphics](#), [getJMenuBar](#), [getLayeredPane](#), [getRootPane](#), [getTransferHandler](#), [isDefaultLookAndFeelDecorated](#), [isRootPaneCheckingEnabled](#), [paramString](#), [processWindowEvent](#), [remove](#), [repaint](#), [setContentPane](#), [setDefaultCloseOperation](#), [setDefaultLookAndFeelDecorated](#), [setGlassPane](#),

setIconImage, setJMenuBar, setLayeredPane, setLayout, setRootPane, setRootPaneCheckingEnabled, setTransferHandler, update

Methods inherited from class java.awt.Frame

addNotify, getCursorType, getExtendedState, getFrames, getIconImage, getMaximizedBounds, getMenuBar, getState, getTitle, isResizable, isUndecorated, remove, removeNotify, setBackground, setCursor, setExtendedState, setMaximizedBounds, setMenuBar, setOpacity, setResizable, setShape, setState, setTitle, setUndecorated

Methods inherited from class java.awt.Window

addPropertyChangeListener, addPropertyChangeListener, addWindowFocusListener, addWindowListener, addWindowStateListener, applyResourceBundle, applyResourceBundle, createBufferStrategy, createBufferStrategy, getBackground, getBufferStrategy, getFocusableWindowState, getFocusCycleRootAncestor, getFocusOwner, getFocusTraversalKeys, getIconImages, getInputContext, getListeners, getLocale, getModalExclusionType, getMostRecentFocusOwner, getOpacity, getOwnedWindows, getOwner, getOwnerlessWindows, getShape, getToolkit, getType, getWarningString, getWindowFocusListeners, getWindowListeners, getWindows, getWindowStateListeners, hide, isActive, isAlwaysOnTop, isAlwaysOnTopSupported, isAutoRequestFocus, isFocusableWindow, isFocusCycleRoot, isFocused, isLocationByPlatform, isOpaque, isShowing, isValidateRoot, pack, paint, postEvent, processEvent, processWindowFocusEvent, processWindowStateEvent, removeWindowFocusListener, removeWindowListener, removeWindowStateListener, reshape, setAlwaysOnTop, setAutoRequestFocus, setBounds, setBounds, setCursor, setFocusableWindowState, setFocusCycleRoot, setIconImages, setLocation, setLocation, setLocationByPlatform, setLocationRelativeTo, setMinimumSize, setModalExclusionType, setSize, setSize, setType, setVisible, show, toBack, toFront

Methods inherited from class java.awt.Container

add, add, add, add, add, addContainerListener, applyComponentOrientation, areFocusTraversalKeysSet, countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt, getAlignmentX, getAlignmentY, getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents, getComponentZOrder, getContainerListeners, getFocusTraversalPolicy, getInsets, getLayout, getMaximumSize, getMinimumSize, getMousePosition, getPreferredSize, insets, invalidate, isAncestorOf, isFocusCycleRoot, isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout, list, list, locate, minimumSize, paintComponents, preferredSize, print, printComponents, processContainerEvent, remove, removeAll, removeContainerListener, setComponentZOrder, setFocusTraversalKeys, setFocusTraversalPolicy, setFocusTraversalPolicyProvider, setFont, transferFocusDownCycle, validate, validateTree

Methods inherited from class java.awt.Component

action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener, addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, coalesceEvents, contains, contains, createImage, createImage, createVolatileImage, createVolatileImage, disable, disableEvents, dispatchEvent, enable, enable, enableEvents, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBaseline, getBaselineResizeBehavior, getBounds, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getFontMetrics, getForeground, getGraphicsConfiguration, getHeight, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocation, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getSize, getTreeLock, getWidth, getX, getY, gotFocus, handleEvent, hasFocus, imageUpdate, inside, isBackgroundSet, isCursorSet, isDisplayable, isDoubleBuffered, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, prepareImage, prepareImage, printAll, processComponentEvent, processFocusEvent, processHierarchyBoundsEvent, processHierarchyEvent, processInputMethodEvent, processKeyEvent, processMouseEvent, processMouseMotionEvent, processMouseWheelEvent, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, requestFocus, requestFocus, requestFocus, requestFocus, requestFocusInWindow,

Methods inherited from class java.lang.**Object**

clone, equals, finalize, getClass, hashCode, notify, notifyAll, wait, wait, wait

Methods inherited from interface java.awt.**MenuContainer**

getFont, postEvent

- # Method Details

  - ### dispose

    public void dispose()

    Overrides:
    dispose in class Window

  - ### renderGame

    public void renderGame(com.feke.kamisado.Tile[][] tiles)

  - ### renderMenu

    public void renderMenu()

  - ### renderGameOptions

    public void renderGameOptions(boolean isBotPlaying)