

ASSIGNMENT

CSC13001 – Windows programming

1. GENERAL INFORMATION

Assignment ID:	Ass02
Assignment name:	Game Caro
Type of assignment:	Individual
Expected duration:	8 hours
Place of submission:	Moodle
Deadline:	According to the announcement

2. ASSIGNMENT DESCRIPTION

Create a Win32 Application Game Caro with the following requirements:

~~Requirement 1~~ (2 points): Basic functionality

- ✓ The chessboard is 12x12 squares.
- ✓ Two players take turns by left-clicking on the chessboard.
- ✓ Check win/lose condition: 5 consecutive pieces horizontally, vertically, or diagonally results in a win.
- ✓ Restart a new game: clear the entire chessboard and start over.

~~Requirement 2~~ (2 points): Allow playing with the keyboard.

~~Requirement 3~~ (2 points): Change the size of the chessboard [Giao vien ly thuyet cho phep dung ComboBox](#)

- Change the size of the chessboard: Use a Dialog to input the dimensions of the chessboard.

Requirement 4 (2 points): There is background music and sound effects (at the start of the game, during turns, and at the end of the game).

~~Requirement 5~~ (2 points): Save and load game

- ✓ Save: Use Save Dialog to save the game as a text file (or binary file) (the format of the file content is self-determined).
- ✓ Open: Use Open Dialog to open a saved game.

3. SUBMISSION INSTRUCTIONS

Organize the submission as follows:

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- **Source code:** A **folder** containing the source code (intermediate files have been deleted using the Build → Clean menu, and the heavy hidden **.vs** folder has been removed).
 - **Release:** A **folder** containing the executable files compiled from the source code.
 - **readme.txt:** A **text file** containing the following **mandatory** information:
 - Full name and student identification number
 - Functions that have been implemented
 - Functions that have not been implemented
 - **Link to a demo video**
 - **Self-assessment score**