# ASSIGNMENT

# CSC13001 – Windows programming

## 1. GENERAL INFORMATION

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|---|---|
| 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:

- **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**