

KONOBİ GAME

SOFTWARE DEVELOPMENT METHOD PROJECT

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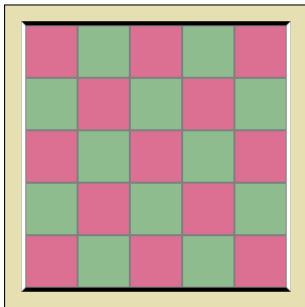
GOAL

The goal of our project is to implement the **Konobi game** in Java, giving also the user the opportunity to choose between two interfaces: **console version** or **GUI version**

KONOBI

Konobi is a drawless connection game for two players: **Black** and **White**. It's played on the a square board, which is initially empty.

The top and bottom edges of the board are coloured black; the left and right edges are coloured white.



KONOBI RULES

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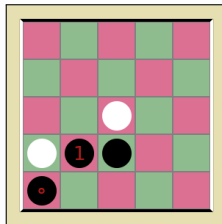
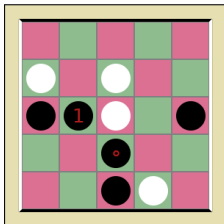
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It's **illegal** to make a weak connection to a certain stone unless it's impossible to make a placement which is both strongly connected to that stone and not weakly connected to another.

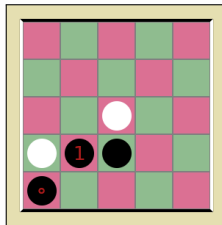
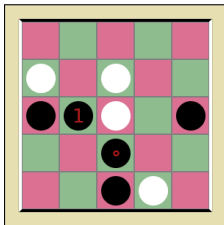
LEGAL AND ILLEGAL MOVES

Legal moves:

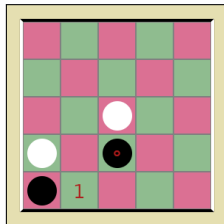
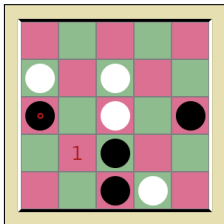


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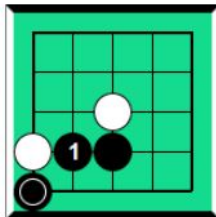
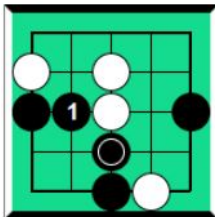


Illegal moves:

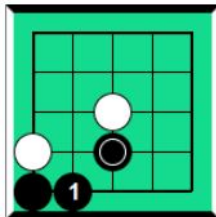
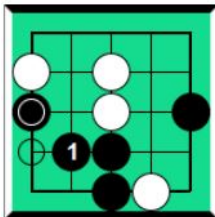


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Legal moves

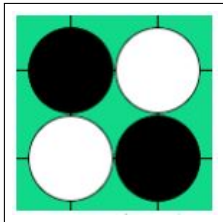


Illegal moves



KONOBİ RULES CONT.

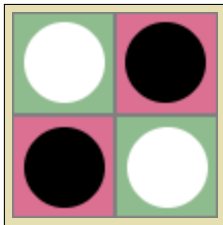
It's also **illegal** to form a **crosscut**, i.e., a 2x2 pattern of stones consisting of two weakly connected Black stones and two weakly connected White stones.



If a player can't make a move on his turn, he must **pass**. Passing is otherwise not allowed. There will always be a move available to at least one of the players.

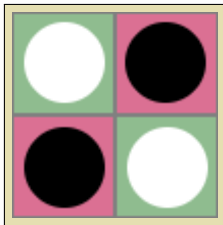
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The game is **won** by the player who completes a chain of his color touching the two opposite board edges of his color. **Draws are not possible.**