

KONOBİ GAME

SOFTWARE DEVELOPMENT METHOD PROJECT

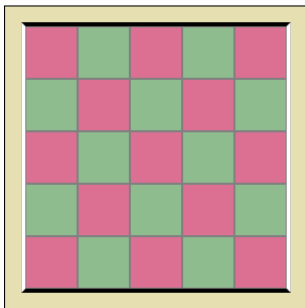
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The goal of our project is to implement the **Konobi game** in Java, giving also the user the opportunity to choose between two interfaces: **console version** or **GUI version**

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.



KONOBİ RULES

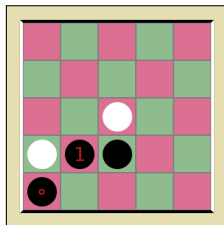
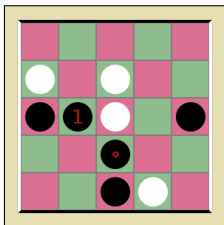
Starting with Black, the players take turns placing stones of their own color on empty points of the board, one stone per turn.

Two like-coloured stones are **strongly connected** if they are orthogonally adjacent to each other, and **weakly connected** if they are diagonally adjacent to each other without sharing any strongly connected neighbour.

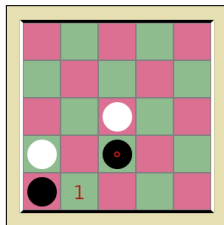
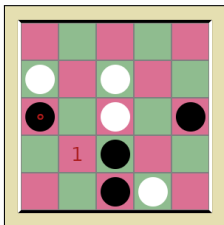
It's **illegal** to make a weak connection to a certain stone unless it's impossible to make a placement which is both strongly connected to that stone and not weakly connected to another.

LEGAL AND ILLEGAL MOVES

Legal moves:

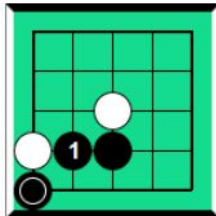
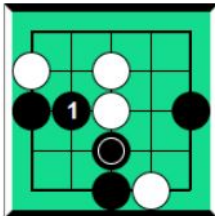


Illegal moves:

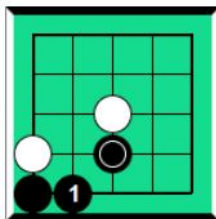
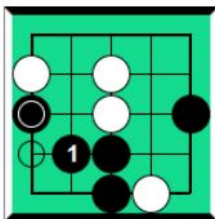


LEGAL AND ILLEGAL MOVES

Legal moves

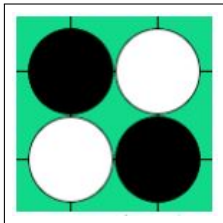


Illegal moves



KONOBI RULES CONT.

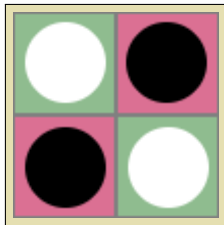
It's also **illegal** to form a **crosscut**, i.e., a 2x2 pattern of stones consisting of two weakly connected Black stones and two weakly connected White stones.



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.

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.

KONOBI RULES CONT.

The **pie rule** is used in order to make the game fair. This means that White will have the option, on his first turn only, to change sides instead of making a regular move.

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.**