

# KONOBİ GAME

SOFTWARE DEVELOPMENT METHOD PROJECT

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# INTRODUCTION

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**.

## Tools

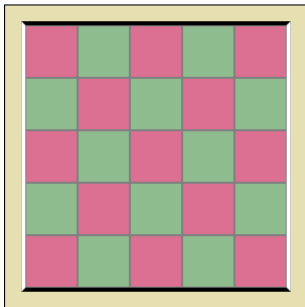
- ▶ IntelliJ;
- ▶ OpenJDK11 and JavaFX;
- ▶ GitHub;
- ▶ Gradle: building;
- ▶ TravisCI: continuous integrations;
- ▶ Other?

# KONOBI GAME

# 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.



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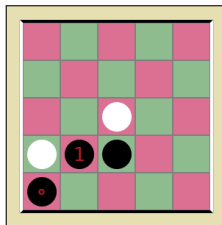
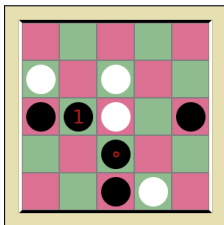
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Two like-coloured stones are **strongly connected** if they are orthogonally adjacent to each other, and **weakly connected** if they are diagonally adjacent to each other without sharing any strongly connected neighbour.

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

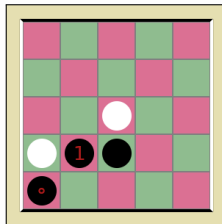
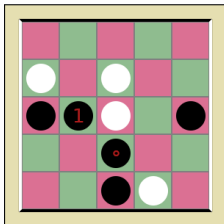
Legal moves:



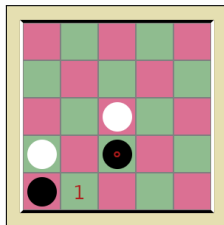
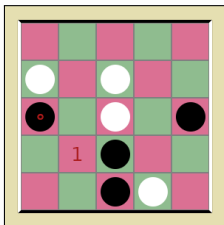


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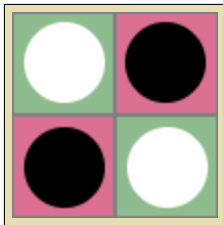


Illegal moves:



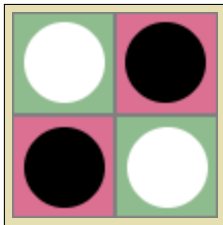
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If a player can't make a move on his turn, he must **pass**. Passing is otherwise not allowed. There will always be a move available to at least one of the players.

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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.**

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The **core package** contains all the elements concerning the functional logic of the game.

The **UI package**, on the other hand, contains all the elements that are used to create the two different user interfaces: **command line** and **desktop interface**.

# CORE PACKAGE

# BUILDING BLOCKS

**Cell** class is the fundamental building block of the game engine. It is associated to a **Colour**, and has a **Point** for the coordinates.

**Board** class is a collection of **Cells**, and implements the **Iterable** interface. It conveys a notion of geometrical arrangement among the **Cells**.

**Player** class represents each of the two players.

# BUILDING BLOCKS - TDD

player second test and switch sides pigozzif committed 24 days ago ✓	46e534e	<>
player first test pigozzif committed 24 days ago	6d1909a	<>
Commits on Jan 23, 2020		
Cell coordinates test enricofallacara committed 25 days ago ✓	d2682b5	<>
Cell coordinates test enricofallacara committed 25 days ago	bb0106f	<>
Board size test enricofallacara committed 25 days ago ✓	02f1d33	<>
Board size test enricofallacara committed 25 days ago	009a3ce	<>
Fixed spacing pindri committed 25 days ago ✓	1937a0e	<>
Color test pindri committed 25 days ago ✓	63de5a7	<>
Coordinate test pindri committed 25 days ago ✓	898abac	<>
Coordinate test pindri committed 25 days ago	ce63025	<>
color test passed pindri committed 25 days ago ✓	5959eb3	<>

**Test Driven Development** was adopted from the very onset, committing after every red-light/green-light pattern.

# SRP AND BOARD



SINGLE RESPONSIBILITY PRINCIPLE

Just Because You Can, Doesn't Mean You Should



```
51 public Stream<Cell> getNeighbours(Point p, int level) {
52     return Arrays.stream(
53         slice(Math.max(0, p.y - level),
54             Math.min(p.y + level + 1, sizeY),
55             Math.max(0, p.x - level),
56             Math.min(p.x + level + 1, sizeX))
57     );
58 }
59
60 public static boolean isStrongNeighbour(Point target, Point query) { return manhattanDistance(target.x, query.x, target.y, query.y) == 1; }
61 public static boolean isWeakNeighbour(Point target, Point query) { return manhattanDistance(target.x, query.x, target.y, query.y) == 2; }
62
63 @SafeVarargs
64 public final Stream<Cell> getNeighbours(Point point, int level, BiPredicate<Point, Point>... functions) {
65     return getMoreNeighbours(point, level).filter(cell -> Arrays.stream(functions).allMatch(x -> x.test(point, cell).getOn()));
66 }
67
68 @SafeVarargs
69 public final Stream<Cell> getColoredNeighbours(Point point, int level, Color color, BiPredicate<Point, Point>... functions) {
70     return getNeighbours(point, level, functions).filter(x -> x.hasThisColor(color));
71 }
72
73 public boolean isOnBoard(Point point) {
74     return (0 <= point.x && point.x < sizeX && 0 <= point.y && point.y < sizeY);
75 }
76
77 public boolean isOnEndingEdge(Point point, Color color) {
78     return (color == Color.WHITE ? point.x == size - 1 : point.y == size - 1);
79 }
80
81 private static double manhattanDistance(int x1, int x2, int y1, int y2) { return Math.abs(x1 - x2) + Math.abs(y1 - y2); }
82 }
```

**Board** class was doing too much, so we performed a **refactor**...

...and created the **Neighbourhood** class. It shows a **Monostate Pattern**, having only static methods to compute different flavours of neighbourhoods from an instance of **Board** and a target **Point**.

# BUILDING BLOCKS CONT.

**StatusSupervisor** is in charge of holding the state of the game, and updating it whenever it changes (new move, pass rule, pie rule).

It is employed as an interface between the **UI** module and the **core** module, allowing the two to communicate without knowing anything of each other.

The package **Rules** contains the true logic of the game. We started off by defining a class per rule, later to realize there was room for abstraction...

...we introduced **StatusSupervisor** as a **parameter object**, and allowed each of the classes to implement the **Rule** interface.

Each **Rule** can be queried by passing a **Supplier** for it to the **Rulebook**.



**ValidPositionRule** class had something wrong...

```
8 public class ValidPositionRule implements Rule{
9     private ArrayList<Rule> positionRules;
10
11     public ValidPositionRule() {
12         positionRules = new ArrayList<>(Arrays.asList(new EmptyRule(), new CrosscutRule(), new WeakRule()));
13     }
14
15     @Override
16     public boolean isValid(Supervisor supervisor) {
17         // TODO: spostare questo if in una nuova regola
18         if(!supervisor.getBoard().isOnBoard(supervisor.getCurrentPoint()))
19             return false;
20         return positionRules.stream().allMatch(x -> x.isValid(supervisor));
21     }
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Violation was solved creating **ValidPositionRulesFactory** class, which follows the **Factory Pattern**.

# UI PACKAGE

# STARTING GAME

The console version of the game can be started using:

```
> ./gradlew runConsole
```

The GUI version of the game can be started using:

```
> ./gradlew runGUI
```

# CONSOLE USER INTERFACE

- ▶ `ConsoleBoardWriter`: board display;
- ▶ `ConsoleCellRepresentation`: conversion between cell color and its representation;
- ▶ `ConsoleInputHandler`: player input handling;
- ▶ `ConsoleMessageWriter`: messages to the players.

Messages are contained in the `Messages` class: its messages are used by the GUI implementation as well.

# GRAPHICAL USER INTERFACE

- ▶ GUI: implements the game flow in a JavaFX application;
- ▶ GUIBoardWriter: board and GUI display;
- ▶ GUIAsker: `boh`;
- ▶ GUIMessageWriter: messages to the players.

The Events package defines events for the rules (PieRule, PassRule and EndGameRule); the events are processed by the Handlers package, which handles mouse inputs as well.