

# KONOBİ GAME

SOFTWARE DEVELOPMENT METHOD PROJECT

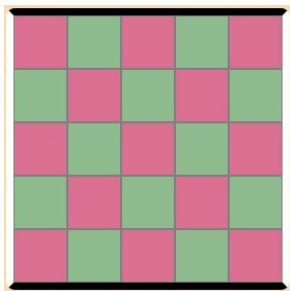
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The goal of our project is to implement the **Konobi game** in Java, giving also the user the opportunity to choose between two interfaces: **console version** or **GUI version**

# 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

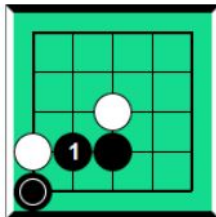
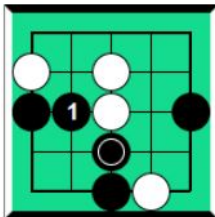
**Starting with Black**, the players take turns placing stones of their own color on empty points of the board, one stone per turn.

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.

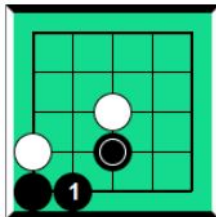
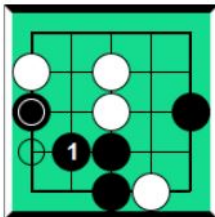
It's **illegal** to make a weak connection to a certain stone unless it's impossible to make a placement which is both strongly connected to that stone and not weakly connected to another.

# LEGAL AND ILLEGAL MOVES

*Legal moves*

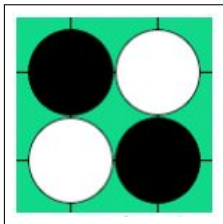


*Illegal moves*



# 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.

# 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.**