

Assignment 1

For assessment 1, you are required to create a web-based [Gomoku](#) game with Vanilla (simply means “plain”, no other libraries or frameworks) Typescript. A sample app is demoed in the last video lecture of week 2.

You will be provided with a starter project in a zip file, it includes:

- **index.html**
- **app.ts** - the main file, feel free to add any other script for better modularity
- **style.css**
- **.gitignore**
- **package.json** - parcel and typescript package have been installed, you should not need to modify this file. The scripts have been prepared as well, run “yarn start” to start the application
- **yarn.lock**
- **README.md**

What do I need to work on this?

If you are working on turing, the development environment should be ready for you to start.

If you are working on your own computer, you will need the latest nodejs, npm or yarn and a web browser.

How am I being marked?

Feature	Requirement	Points
Basic set-up	The project is set up with a readable file and folder structure. There is no error shown when starting the project.	1
Commit	There should be at least 3 commit histories with meaningful messages.	1
Gameboard UI	<ol style="list-style-type: none">1. Board size is configurable2. A black or white stone can be placed on the board3. Display current game status (active player, end of the game, etc)	3
Alternating Turns	Black vs White stone can play alternatively	2

Reset game	A button to reset the game board (clear the all the black and white stones)	1
Determine a draw	The board is fully occupied by black and white stones, so the game is a draw and has to be reset.	0.5
Determine the winner	The game ends once black or white stones form an unbroken chain of 5 horizontally, vertically or diagonally. No stone can be placed on the board until the game is reset.	1.5
Bonus	Any extra feature you are proud of. Please state that in the README file and why you should be awarded for the bonus point. Please note your total mark will not exceed 10.	1

How do I submit it?

Please make sure to use git and commit your work, then run “git bundle create assessment1.bundle --all”, which will produce a bundle file. Submit the bundle file via Moodle.

Please make sure you **do not** include files and folders which are listed in the .gitignore.