**Five In A Row**

**The game rules of Five In A Row：**

1. Each side of the game holds a piece of the same color.

2. Start with an empty chessboard.

3. Black first, white second, alternate, only one son at a time.

4. The chess piece is placed on a blank spot on the board. After the chess piece is determined, it shall not move to another point, or be removed from the board or picked up for another place.

5. The first piece of the black side can be placed on any intersection of the board.

**Design idea:**

1. First of all, we need to use the interface. We first analyze what screen needs to be realized on the interface, that is, what we want to see in this gobang game. To see: the board, the pieces (the pieces have different colors, black and white), these are necessary to see the game.

2, after the appearance is done, we need to think about the filling of internal code, thinking:

1. How a piece falls into a given position；
2. How to realize the alternate moths, realize the alternate color transformation, and make a good record to calculate the layout of the pieces.
3. How to calculate the number of four azimuth pieces of the same color to achieve victory.