

Konobi

Software Development Methods project

Lorenzo Basile, Irene Brugnara, Roberto Corti, Arianna Tasciotti

Introduction

Our project

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What tools did we use?

- Java 15
- Gradle
- TravisCI
- Git & GitHub

Konobi is a drawless game and it can be played either on a go board or a chess board.

Two players, black and white, take turns at placing stones of their color on the board, starting with black. The aim of the players is to build chains of connected stones of their color.

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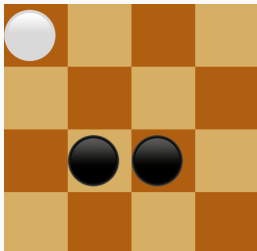
Two players, black and white, take turns at placing stones of their color on the board, starting with black. The aim of the players is to build chains of connected stones of their color.

The game is won by the first player who connects the two opposite edges of the board.

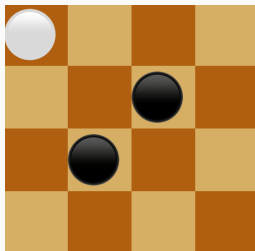
- Black: top \leftrightarrow bottom
- White: left \leftrightarrow right

Connections

Two like-colored stones can be:



Strongly connected



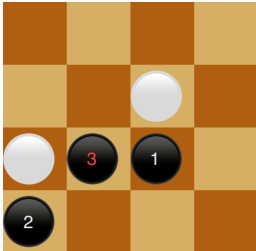
Weakly connected

A chain is a set of connected stones

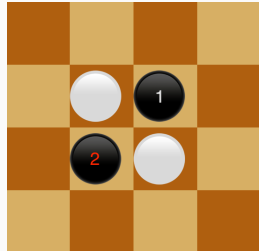
Placement rules

Not all moves are allowed:

- **Weak connections** to a certain stone are illegal unless it is impossible to make a placement that is both strongly connected to that stone and not weakly connected to another
- **Crosscut** placements are always illegal



Legal weak connection



Crosscut placement

Additional rules

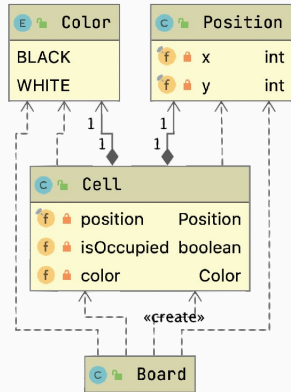
- **Pie rule:** at his first move, white can decide to switch colors with black instead of making a move.
- **Mandatory pass:** if a player cannot make a move (because of placement restrictions), he has to pass. It is guaranteed that at least one player can make a move.

Basic entities

Cell

Cell represents the basic building block of the board

- Position position
- Color color
- boolean isOccupied



Cell class

When a cell is constructed it is empty: no color is associated to it and `isOccupied=False`, when a stone is placed in the cell a color is set and `isOccupied=True`.

Development history:

- From value `NONE` in enum `Color` to field `isOccupied` in class `Cell`
- Removed `Stone` data class

A Board is represented by a set of Cells and extends `HashSet<Cell>` by overriding the `dimension()` method

Reasons for this choice of data structure:

- Usage of streams
- `Position` as field of `Cell`

The constructor of Board creates a set of empty cells

Connections

Strong connections

- We implemented a concept of orthogonal adjacency which only depends on the relative positions of two cells: their euclidean distance is 1
- Given the set of stones that are orthogonally adjacent to a given stone, by filtering only those with the same color we obtain the set of strongly connected neighbors

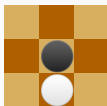
Weak connections

- Same concept applies for weak connections: two cells are diagonally adjacent if their squared euclidean distance is 2
- To obtain the set of weak neighbors, in this case it is also necessary to filter out diagonally adjacent stones with common strong neighbors

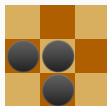
Tests

Different test cases for orthogonal and diagonal adjacency: inner cell, cell on edge, cell on corner

Example of tests for strong and weak connection:



the two stones are
not strongly connected



the two stones are
not weakly connected

Rules

Initially, a Rules class was implemented to provide a way to check whether a move is valid or not and to announce whether there is a chain.

```
public class Rules {
    Board board;

    public Rules(Board board) {
        this.board = board;
    }

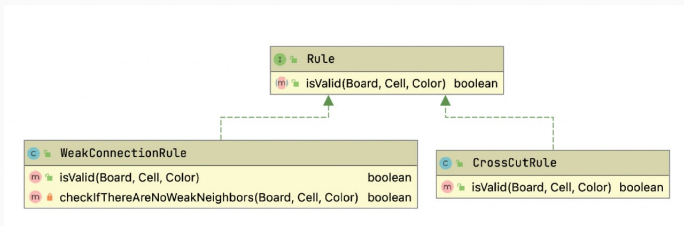
    private boolean isLegalWeakConnectionPlacement(Cell cell) {
        Set<Cell> weakNeighbors = board.weakConnectionsOf(cell);
        Color stoneColor = cell.getColor();
        cell.reset();
        boolean condition = weakNeighbors.stream()
            .map(c->c.orthogonalNeighborsIn(board.cells))
            .anyMatch(s->s.stream()
                .filter(c->>c.isOccupied())
                .anyMatch(c->checkIfThereAreNowWeakNeighbors(c, stoneColor)));
        board.placeStone(cell.getPosition(), stoneColor);
        return !condition;
    }

    private boolean checkIfThereAreNowWeakNeighbors(Cell cell, Color stoneColor){
        board.placeStone(cell.getPosition(), stoneColor);
        Set<Cell> weakConnectionsOfCell = board.weakConnectionsOf(cell);
        cell.reset();
        return weakConnectionsOfCell.isEmpty();
    }

    private boolean isCrosscutPlacement(Cell cell) {
        Set<Cell> weakNeighbors = board.weakConnectionsOf(cell);
        Color stoneColor = cell.getColor();
        return weakNeighbors.stream()
            .map(c->c.commonOrthogonalNeighborsWith(cell, board.cells))
            .anyMatch(s->s.stream()
                .allMatch(c->c.isOccupied() && c.getColor()==stoneColor.oppositeColor()));
    }
}
```

Rule

Later we realized that there would be the possibility to abstract...



For a given Board, the `isValid` method will check if it is legal to place a stone of a given Color in the Cell.

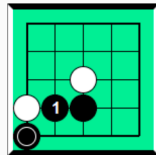
A Rule interface will allow the possibility to add new rules on the game.

How were implemented

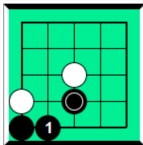
We implemented `WeakConnectionRule` and `CrossCutRule` by following TDD principles based on some examples...

Legal moves

```
@Test
public void blackStoneMakesLegalWeakConnectionPlacement() {
    Board board = new Board( dimension: 5);
    WeakConnectionRule rule = new WeakConnectionRule();
    board.placeStone(at( x: 1, y: 1), Color.BLACK);
    board.placeStone(at( x: 1, y: 2), Color.WHITE);
    board.placeStone(at( x: 3, y: 2), Color.BLACK);
    board.placeStone(at( x: 3, y: 3), Color.WHITE);
    Cell cellToVerify = board.getCell(at( x: 2, y: 2));
    assertTrue(rule.isValid(board, cellToVerify, Color.BLACK));
}
```



Illegal moves



```
@Test
public void blackStoneMakesIllegalWeakConnectionPlacement() {
    Board board = new Board( dimension: 5);
    WeakConnectionRule rule = new WeakConnectionRule();
    board.placeStone(at( x: 1, y: 1), Color.BLACK);
    board.placeStone(at( x: 1, y: 2), Color.WHITE);
    board.placeStone(at( x: 3, y: 2), Color.BLACK);
    board.placeStone(at( x: 3, y: 3), Color.WHITE);
    Cell cellToVerify = board.getCell(at( x: 2, y: 1));
    assertFalse(rule.isValid(board, cellToVerify, Color.BLACK));
}
```

Referee

Given the logic of a valid move in Rules package, our aim was to group together all the methods needed to check if:

- a given move is legal w.r.t. WeakConnectionRule and CrossCutRule
- a winning chain is present
- the current player has to pass

Referee		
f	ruleOne	WeakConnectionRule
f	ruleTwo	CrossCutRule
f	board	Board
m	validateMove(Cell, Color)	boolean
m	availableCellsFor(Color)	Set<Cell>
m	validateChain(Color)	boolean
m	chainSearch(Cell, Set<Position>)	boolean

InputOutput

InputHandler and Display

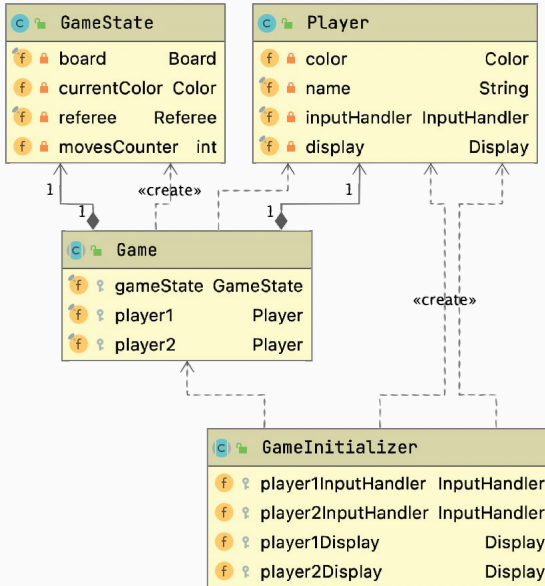
Classes InputHandler and Display take care of game I/O.

Display contains messages to be shown to players and a method to print the board.

InputHandler receives inputs from player and verifies their validity using exceptions.

Game dynamics

Overview








GameState

Game dynamics is managed by the `GameState` class which keeps track of current state of the game.

It is in charge of changing turn, updating the board when a valid move is received, verifying if someone has won and applying pie and pass rule.

`GameState` acts as an intermediary between `Referee` and `Board` on one side and the higher-level class `Game` on the other side.

c  GameState		
f 	board	Board
f 	currentColor	Color
f 	referee	Referee
f 	movesCounter	int

Class `Game` provides an abstraction for the game itself and instantiates a `GameState` and two players.

`Player` is defined by a color, a name, an `InputHandler` and a `Display`.

Based on the directives of `GameState`, `Game` manages the interactions with players.

`GameInitializer` abstracts the initialization of the Game, extended by `GameInitializerConsole` and `GameInitializerClientServer`.

The initialization includes a welcome message, the construction of a Game and a player color message that will all be implemented in the two subclasses.

Running the game

INSERT UML HERE Konobi can be played by the two players on the same terminal or in a Client-Server version, with the two players connecting through `telnet` to a Server running the game.

Comparison between Console and C/S

```
public class MainConsole {  
  
    public static void main(String[] args){  
        GameInitializerConsole gameInitializer = new GameInitializerConsole();  
        Game game = gameInitializer.init();  
        game.play();  
    }  
  
}
```

Console version: a Game is initialized and its play method is called.

```
public class MainClientServer {  
    public static void main(String[] args) {  
        int portNumber = 4444;  
  
        if (args.length > 1) {  
            System.err.println("error: too many arguments");  
            System.exit( status: 1);  
        }  
  
        if (args.length == 1) {  
            portNumber = Integer.parseInt(args[0]);  
        }  
  
        try {  
            GameInitializerClientServer gameInitializer = new GameInitializerClientServer(portNumber);  
            Game game = gameInitializer.init();  
            game.play();  
        } catch (IOException e) {  
            System.err.println("I/O error: not able to establish client-server connection");  
            System.exit( status: 1);  
        }  
    }  
  
}
```

Client-Server version: The server creates the socket and waits for two clients to connect to it. The port number can be decided using command-line arguments.

Inheritance in GameInitializer