Konobi

Software Development Methods project

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Introduction

Our project

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What tools did we use?

- Java 15
- Gradle
- TravisCI
- Git & GitHub

Konobi

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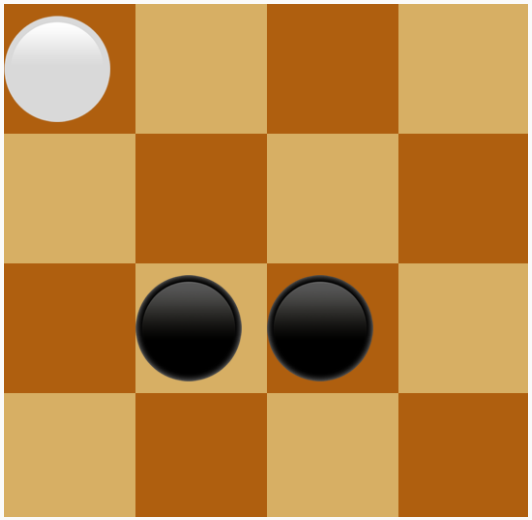
The game is won by the first player who connects the two opposite edges of the board.

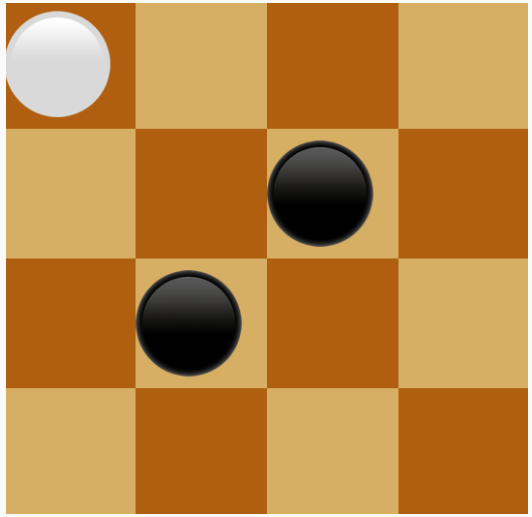
- Black: top $\leftrightarrow$ bottom
- White: left $\leftrightarrow$ right

Connections

Two like-colored stones are:



Strongly connected



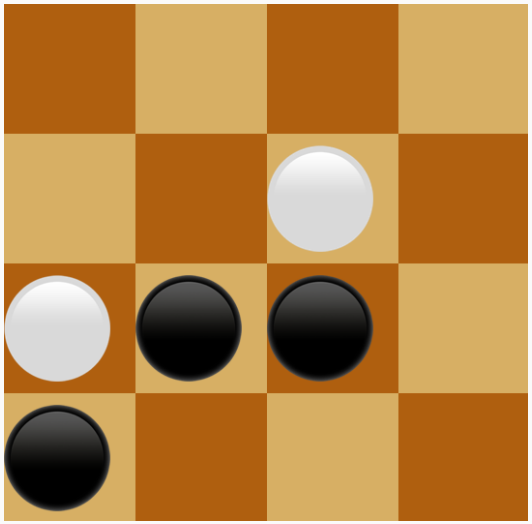
Weakly connected

A chain is a set of connected stones

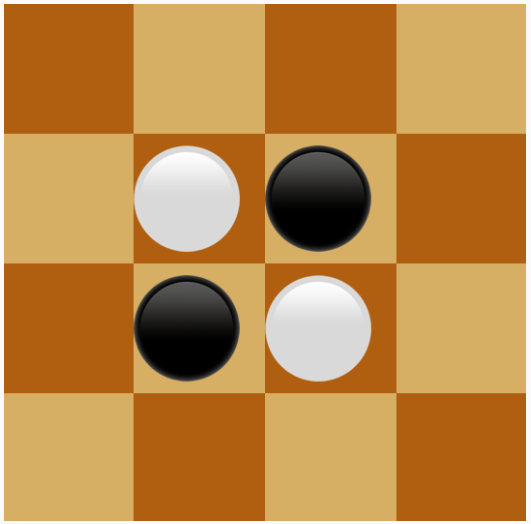
Placement rules

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