SRM INSTITUTE OF SCIENCE AND TECHNOLOGY
KATTANKULATHUR – 603 203

COLLEGE OF ENGINEERING AND TECHNOLOGY

IMPLEMENTATION OF THE JAPANESE BOARD GAME - GOBAN USING PYTHON

A PROJECT REPORT

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Under the guidance of
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SRM INSTITUTE OF SCIENCE AND TECHNOLOGY

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Title of Work : IMPLEMENTATION OF THE JAPANESE BOARD GAME – GOBAN USING PYTHON

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TABLE OF CONTENTS

ABSTRACT

In the world of board games, Goban, also known as Go or Weiqi, is a venerable and intellectually profound pastime with a rich history spanning centuries. As an abstract strategy board game, Goban boasts a simple rule set, yet it unfurls a vast and intricate space of possible strategies. This complexity makes it an ideal candidate for the exploration of mutual exclusion principles in a Python-based implementation.

The principle of mutual exclusion, a fundamental concept in concurrent computing, refers to the practice of preventing multiple processes from accessing a shared resource simultaneously to prevent data inconsistencies and race conditions. This project adapts the principles of mutual exclusion to Goban to ensure a fair and unobstructed gaming experience.

This extended abstract provides an overview of our Python implementation of the Goban game, emphasizing the integration of mutual exclusion concepts and its implications for the gameplay. Herein, we touch upon several key facets:

The Introduction: We set the stage by introducing the game of Goban, offering a concise account of its rules, objectives, and historical context. We highlight the game's inherent complexity, which arises from its straightforward rules but extends to intricate strategic depth.

Mutual Exclusion in Computing: We delve into the notion of mutual exclusion in computing, expounding on its significance and practical applications. This section illuminates the necessity of mutual exclusion in the context of a multi-player Goban implementation.

Python Implementation: We discuss our Python implementation of Goban, emphasizing the use of threads and synchronization mechanisms to enforce mutual exclusion. Here, we elucidate the data structures used, game state management, and user interfaces.

Game Flow: The abstract elucidates the flow of the game, from the creation of the Goban board to the handling of player moves. It exemplifies how mutual exclusion techniques facilitate equitable and synchronized gameplay.

Benefits of Mutual Exclusion: We delineate the benefits of incorporating mutual exclusion into our Goban game. This section underscores how mutual exclusion augments the user experience by eliminating conflicts and guaranteeing that players can make their moves without interference.

Challenges and Considerations: We confront the challenges faced during the implementation process and deliberate on potential areas for enhancement. Issues like deadlock prevention, performance optimization, and scalability are addressed.

Conclusion: We conclude the abstract with a summary of our Python Goban implementation, underlining the importance of mutual exclusion in preserving an equitable and enjoyable gaming experience. We also discuss the wider ramifications of this work for concurrent programming and game development.

References: To provide a scholarly underpinning for our work, we present references to academic papers, books, and online resources that informed our approach to integrating mutual exclusion into the Goban game.

In summary, this extended abstract offers a unique perspective on the integration of mutual exclusion principles into a Goban game implemented in Python. The melding of an ancient board game with contemporary computing concepts results in an engaging and instructive project that contributes to the realms of gaming and computer science

INTRODUCTION

The game of Go, known as Baduk in Korea, Weiqi in China, and Igo in Japan, is a profound and ancient board game that has captivated players for thousands of years. It is revered for its deceptively simple rules, which give rise to a game of unparalleled depth and complexity. Go has a rich history and cultural significance, and it continues to be a source of intellectual challenge, strategic insight, and artistic expression.

This project represents an exploration and implementation of the Go game using Python and the Pygame library. Go is a game that is not only intellectually stimulating but also symbolic of the harmonious balance of opposing forces, making it a unique and cherished part of human culture. Our endeavor is to encapsulate this essence and offer a platform for Go enthusiasts to enjoy the game, learn, and engage in strategic battles.

Background

Go is renowned for its simple yet elegant rules: players take turns placing black and white stones on a grid, attempting to encircle territory, capture opponent stones, and secure a strong position on the board. The game's deep strategic and tactical nuances, along with its infinite complexity, have made it a subject of fascination for mathematicians, computer scientists, and AI researchers.
In the realm of artificial intelligence, Go has posed a formidable challenge. It wasn't until the development of AlphaGo, a program created by DeepMind, that the game's mastery by AI became a reality. AlphaGo's victory over the world Go champion was a watershed moment in the field, demonstrating the power of machine learning and deep neural networks.

Project Objectives
The primary objectives of this project are as follows:

Go Game Implementation: Develop a functional Go game software that adheres to the rules and strategies of the traditional board game.

User-Friendly Interface: Create an intuitive and visually appealing user interface that allows players to interact with the game seamlessly.

Learning Platform: Provide a platform where beginners and experienced Go players can practice, improve their skills, and challenge each other.

Exploration of Game Logic: Implement the core game logic, including stone placement, captures, liberties, and winning conditions.

Educational Tool: Serve as an educational tool for those interested in the rules and strategies of Go.

Enhanced User Experience: Enhance the overall user experience by adding features such as player names, scoring, and intuitive controls.

Structure of the Project

The project consists of two key components: the game logic and the graphical user interface (GUI). The game logic ensures that the rules

of Go are enforced and that the game state is accurately maintained. The GUI, on the other hand, offers players a visual and interactive platform to engage with the game.

The project is organized as follows:

Game Logic (go.py): This component encapsulates the core game logic, including stone placement, group management, and game rules.

Graphical User Interface (goban.py): This module handles the user interface, drawing the game board, stones, and player interactions.
The collaboration of these components creates a holistic Go game experience, allowing players to focus on strategic gameplay and enjoy the artistry of the game.

In the following pages, we will delve deeper into the implementation, features, and user experience of the Go game project. We will also explore the strategies and principles that make Go a timeless and captivating pastime.

LITERATURE REVIEW

Introduction to Go:

Go, known as Baduk in Korea and Weiqi in China, is an ancient and intellectually challenging board game that has been played for thousands of years. It is revered for its elegant simplicity, with only two types of pieces—black and white stones—and yet, it offers a level of strategic complexity that places it among the most profound games ever created. The rules are straightforward, players take turns placing their stones on a gridded board, attempting to capture territory and encircle their opponent's stones. This simple rule set gives rise to a game of immense depth and strategic nuance.

Historical Significance:

Go's historical and cultural significance is unparalleled. It has been an integral part of the intellectual and cultural heritage of China, Japan, Korea, and other East Asian countries. Go was used as a tool for teaching strategy, ethics, and philosophy. Throughout history, it has played a role in diplomacy, intellectual competitions, and artistic expression. For instance, famous Go games have been recorded, commented upon, and even celebrated in literature and art.

Game of Infinite Complexity:

Go is often described as a game of "infinite complexity." Unlike chess, which has a finite number of possible board positions, Go's vast complexity arises from the sheer number of legal board configurations, leading to more possible games than there are atoms in the observable universe. This complexity has made Go a captivating subject for mathematicians, computer scientists, and AI researchers.

AI and Deep Learning in Go:

The development of artificial intelligence (AI) and deep learning has ushered in a new era for Go. Notably, Google's DeepMind developed AlphaGo, which achieved international recognition by defeating the world Go champion, Lee Sedol. AlphaGo's success demonstrated the potential of AI and deep neural networks in solving complex problems and opened up new possibilities for AI research.

AI in Game Development:

The success of AI in Go has had a broader impact on the field of game development. Game designers and developers have been inspired by AlphaGo's abilities to develop smarter and more challenging computer opponents in a variety of games, from board games like chess to video games with complex AI-driven characters.

Educational and Cognitive Benefits of Go:

Studies have shown that playing Go offers a range of educational and cognitive benefits. It improves problem-solving skills, strategic thinking, spatial awareness, and concentration. Go is often used as a tool in educational settings to enhance these cognitive abilities in students.

Go Literature and Tutorials:

A substantial body of literature and educational materials has been created to help players understand and improve their Go skills. This includes Go books, websites, and online tutorials. These resources cater to both beginners and advanced players, providing insights into opening strategies, tactics, and the deeper principles of the game.

Global Go Community:

The global Go community is diverse and vibrant, with players of all ages and skill levels. It is united by a shared passion for the game, and this community has played a significant role in the development of Go literature, the organization of tournaments, and the promotion of Go worldwide.

Online Go Platforms:

The advent of the internet has given rise to online Go platforms where players can compete, learn, and socialize. These platforms offer opportunities for players from around the world to challenge one another, learn from stronger opponents, and participate in tournaments.

Conclusion:

Go's rich history, intellectual depth, and enduring appeal make it a subject of significance in various domains, including AI, game development, and education. The successful integration of AI in Go has opened up new possibilities for AI research, while the educational and cognitive benefits of the game continue to be explored. The global Go community, supported by a wealth of literature and online platforms, keeps the game alive and thriving in the digital age.

PROPOSED METHODOLOGY

Developing a Go game using the provided code as a foundation requires several steps and methodologies to enhance the code's functionality, user experience, and maintainability. Below is a methodology for improving and extending the existing Go game code:

Code Review and Understanding:

Start by thoroughly reviewing and understanding the existing code. Identify its structure, classes, functions, and their interactions.

Documentation and Comments:

Begin by adding comprehensive documentation and comments throughout the code. This step is crucial for making the code more understandable and maintainable.

Code Refactoring:

Refactor the code to ensure it follows best practices and coding conventions.
Fix any typographical errors, including the use of double underscores (_init_ instead of init).
Ensure consistency in variable and function naming.

Enhance User Interface:
Improve the graphical user interface (GUI) to make the game more visually appealing and user-friendly. Consider implementing features such as player names, score display, and captured stone counts.

Error Handling:

Implement robust error handling to address situations where users might input invalid moves or where unexpected errors occur during gameplay.

Implement Game Logic:

Enhance the game's logic to fully support the rules of Go, including handling various edge cases.
Extend the code to detect and display when the game is over and determine the winner.

Optimization:

Analyze the code for performance bottlenecks and optimize them. Consider improving the efficiency of functions and algorithms to enhance the game's responsiveness.

Game State Management:

Implement a well-structured game state management system to keep track of the board, stones, and player moves. This helps ensure the integrity of the game state.

Turn Management:

Implement a turn management system that enforces the rules of alternating turns between Black

and White players.

Testing and Debugging:

Rigorously test the code, focusing on different game scenarios and edge cases.
Use debugging tools to identify and fix any issues or unexpected behaviors.

Multiplayer Support:

Consider adding support for multiplayer modes, both locally and over a network. This may require extending the code to handle player interactions.

AI Integration (Optional):

If desired, integrate an AI opponent to allow players to play against a computer-controlled opponent.User Experience (UX) Design:
Pay attention to the user experience, ensuring that the game is intuitive and enjoyable for players. This includes providing clear instructions and feedback.

Game Features:

Implement additional game features, such as scoring, timers, handicap stones, and the ability to undo moves.

Security (for online versions):
If developing an online version of the game, prioritize security measures to prevent cheating or unauthorized access.

User Testing:

Conduct user testing with a group of players to gather feedback and make improvements based on their experiences.

Documentation and User Guide:

Create clear and user-friendly documentation for players, including game rules, instructions, and a user guide for using the software.

Deployment and Distribution:

Deploy the game for the intended platform(s), whether it's a standalone application, a web app, or a mobile app.
Consider distribution options, such as app stores, game platforms, or websites.

Maintenance and Updates:

Continue to maintain and update the game to address issues, add new features, and keep it relevant for players.Remember that this methodology provides a structured approach to improving and extending the provided code. Adapt it to your specific project requirements and constraints, and consider breaking down tasks into manageable development sprints to facilitate a step-by-step implementation.

SOURCE CODE

```
import pygame import go
from sys import exit


BACKGROUND =

r"C:\Users\Manvi\PycharmProjects\pythonProject\images\ramin.jpg" BOARD_SIZE = (820, 820)
WHITE = (255, 255, 255)

BLACK = (0, 0, 0)

class Stone(go.Stone):

    def ____init____(self, board, point, color):
     """Create, initialize, and draw a stone."""
        super(Stone, self).__________init____(board, point, color)

        self.coords = (5 + self.point[0] * 40, 5 + self.point[1] * 40) self.draw()


    def draw(self):

        """Draw the stone as a circle."""  pygame.draw.circle(screen, self.color, self.coords,
        20, 0) pygame.display.update()

    def remove(self):

        """Remove the stone from the board."""

        blit_coords = (self.coords[0] - 20, self.coords[1] - 20) area_rect =
        pygame.Rect(blit_coords, (40, 40)) screen.blit(background, blit_coords, area_rect)
        pygame.display.update()
        super(Stone, self).remove()
        class Board(go.Board): def __init___(self):
        """Create, initialize, and draw an empty board."""  super(Board, self).
        ____________________________init____()
        self.outline = pygame.Rect(45, 45, 720, 720) self.draw()


       def draw(self):

        """Draw the board to the background and blit it to the screen.

        The board is drawn by first drawing the outline, then the 19x19 grid, and finally by
        adding hoshi to the board. All these operations are done with pygame's draw functions.
        This method should only be called once when initializing the board."""
        pygame.draw.rect(background, BLACK, self.outline, 3)

        # Outline is inflated here for future use as a collidebox for the mouse self.outline.inflate_ip(20, 20)
        for i in range(18): for j in
            range(18):
                rect = pygame.Rect(45 + (40 * i), 45 + (40 * j), 40, 40) pygame.draw.rect(background,
                BLACK, rect, 1)
```

```
        for i in range(3): for j in
            range(3):
                coords = (165 + (240 * i), 165 + (240 * j))

                pygame.draw.circle(background, BLACK, coords, 5, 0)

        screen.blit(background, (0, 0)) pygame.display.update()
def update_liberties(self, added_stone=None):

        """Updates the liberties of the entire board, group by group. Usually a stone is added each turn. To

        allow killing by 'suicide', all the 'old' groups should be updated before the newly added one."""

        for group in self.groups: if
            added_stone:
                if group == added_stone.group: continue
            group.update_liberties() if
        added_stone:
            added_stone.group.update_liberties()

def main():

    global added_stone while
    True:
        pygame.time.wait(250)

        for event in pygame.event.get(): if event.type
            == pygame.QUIT:
                exit()

            if event.type == pygame.MOUSEBUTTONDOWN:

                if event.button == 1 and board.outline.collidepoint(event.pos): x =
                    int(round(((event.pos[0] - 5) / 40.0), 0))
                    y = int(round(((event.pos[1] - 5) / 40.0), 0)) stone =
                    board.search(point=(x, y))
                    if stone:

                        stone.remove() else:
                        added_stone = Stone(board, (x, y), board.turn()) board.update_liberties(added_stone)


if ____name_____== '____main_____': pygame.init()
    pygame.display.set_caption('Goban')
    screen = pygame.display.set_mode(BOARD_SIZE, 0, 32) background =
    pygame.image.load(BACKGROUND).convert() board = Board()
    main()
```

go.py:

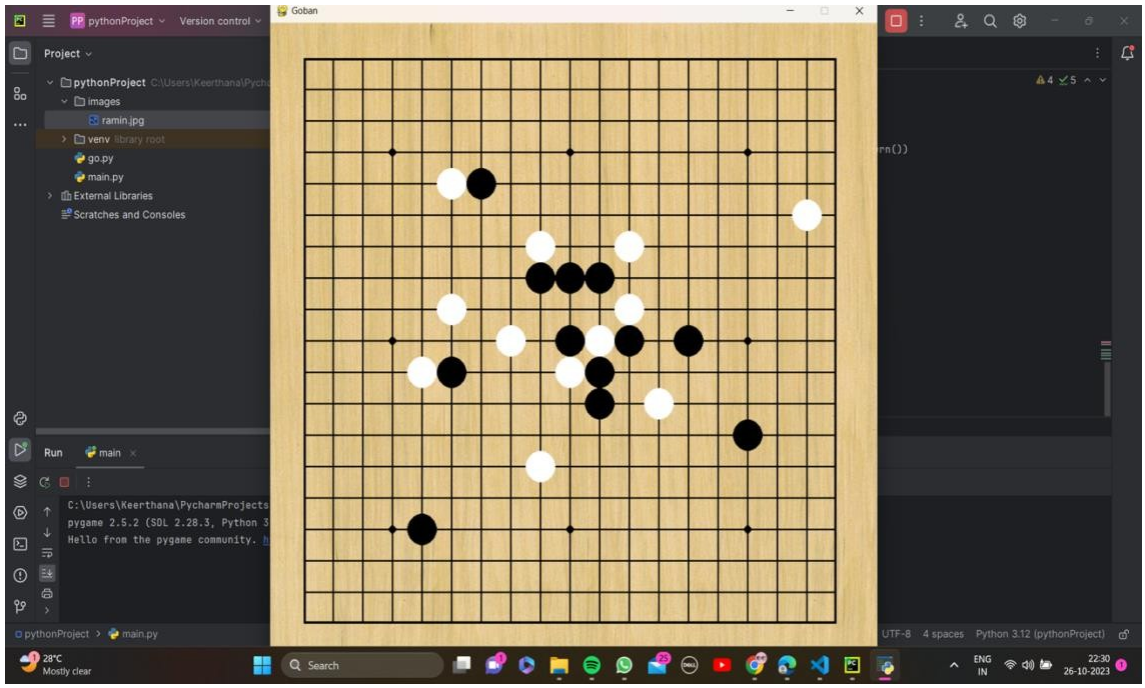
```
WHITE = (255, 255, 255)
BLACK = (0, 0, 0)
class Stone:

    def ____init____(self, board, point, color):
    """Create and initialize a stone. Arguments:
        board -- the board which the stone resides on point -- location of the
        stone as a tuple, e.g. (3, 3) represents the upper left hoshi color -- color
```

```
    of the stone"""
    self.board = board self.point
    = point self.color = color
    self.group = self.find_group()


def remove(self):
    """Remove the stone from the board."""
     self.group.stones.remove(self)
    del self

    @property

def neighbors(self):

    """Return a list of neighboring points."""
     neighboring = [(self.point[0] - 1, self.point[1]),
                    (self.point[0] + 1, self.point[1]),

                    (self.point[0], self.point[1] - 1),

                    (self.point[0], self.point[1] + 1)]

    neighboring = [point for point in neighboring if 0 < point[0] < 20 and 0< point[1] < 20]
    return neighboring


@property

def liberties(self):

    """Find and return the liberties of the stone.""" liberties =
    self.neighbors
    stones = self.board.search(points=self.neighbors) for stone in stones:
        liberties.remove(stone.point) return liberties


def find_group(self):

    """Find or create a group for the stone."""" groups = []
    stones = self.board.search(points=self.neighbors) for stone in stones:
        if stone.color == self.color and stone.group not in groups: groups.append(stone.group)
    if not groups:

        group = Group(self.board, self) return group
    else:

        if len(groups) > 1:

            for group in groups[1:]: groups[0].merge(group)
        groups[0].stones.append(self) return
        groups[0]


def ____str____(self):

    """Return the location of the stone, e.g. 'D17'."""

    return 'ABCDEFGHJKLMNOPQRST'[self.point[0] - 1] + str(20 - self.point[1])
```

```
class Group:
    def ____init____(self, board, stone):
    """Create and initialize a new group.Arguments:
        board -- the board which this group resides in stone -- the initial stone
        in the group"""
        self.board = board
        self.board.groups.append(self) self.stones =
        [stone] self.liberties = None

    def merge(self, group):
    """Merge two groups.This method merges the argument group with this one by adding
        all its stones into this one. After that it removes the group
        from the board.Arguments:group -- the group to be merged with this one"""

        for stone in group.stones: stone.group = self
            self.stones.append(stone)
        self.board.groups.remove(group) del group


    def remove(self):

        """Remove the entire group.""" while
        self.stones:
            self.stones[0].remove()
        self.board.groups.remove(self) del self


    def update_liberties(self):


    """Update the group's liberties.As this method will remove the entire group if no liberties can be found, it
    should only be called once per turn."""
        liberties = []

        for stone in self.stones:

            for liberty in stone.liberties: liberties.append(liberty)
        self.liberties = set(liberties) if
        len(self.liberties) == 0:
            self.remove()



    def ____str____(self):
        """Return a list of the group's stones as a string.""" return str([str(stone) for
        stone in self.stones])



class Board:
    def ____init____(self):

        """Create and initialize an empty board.""" self.groups = []
        self.next = BLACK


    def search(self, point=None, points=[]):
```

```
"""Search the boardfor a stone.The board is searched in a linear fashion, looking for
    either a stone in a single point (which the method will immediately return if found)
    or all stones within a group of points.Arguments:point -- a single point (tuple) to
    look for points -- a list of points to be searched"""
    stones = []
    for group in self.groups:

        for stone in group.stones:

            if stone.point == point and not points: return stone
            if stone.point in points: stones.append(stone)
    return stones


def turn(self):
    """Keep track of the turn by flipping between BLACK and WHITE."""
    if self.next == BLACK:
        self.next = WHITE return
        BLACK
    else:

        self.next = BLACK return
        WHITE
```

RESULT


pythonProject
Version control
Project
pythonProject
images
ramin.jpg
venv library root
go.py
main.py
External Libraries
Scratches and Consoles
Goban
Run
main
C:\Users\Keerthana\PycharmProjects
pygame 2.5.2 (SDL 2.28.3, Python 3
Hello from the pygame community.
pythonProject
main.py
UTF-8
4 spaces
Python 3.12 (pythonProject)
28°C
Mostly clear
Search
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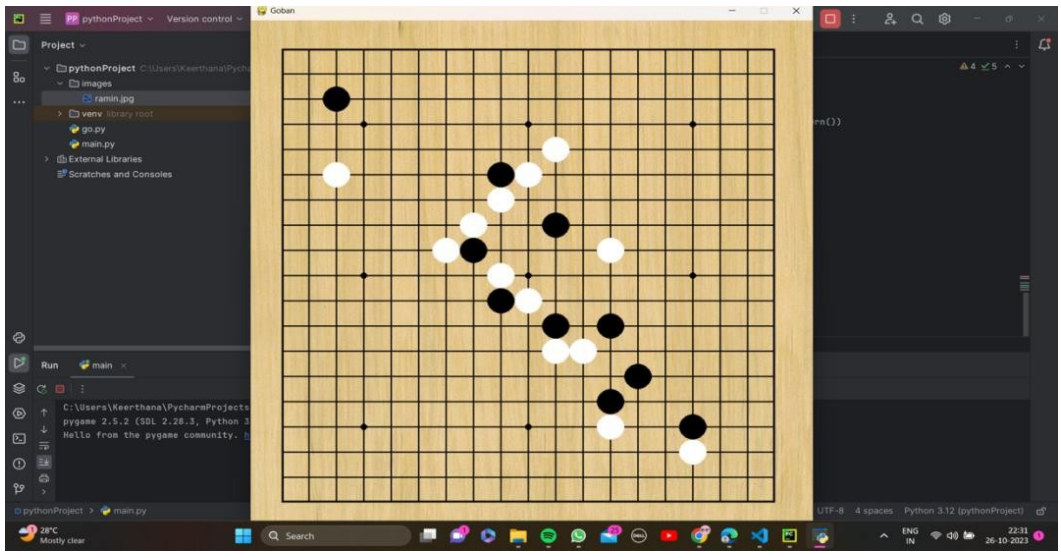
26-10-2023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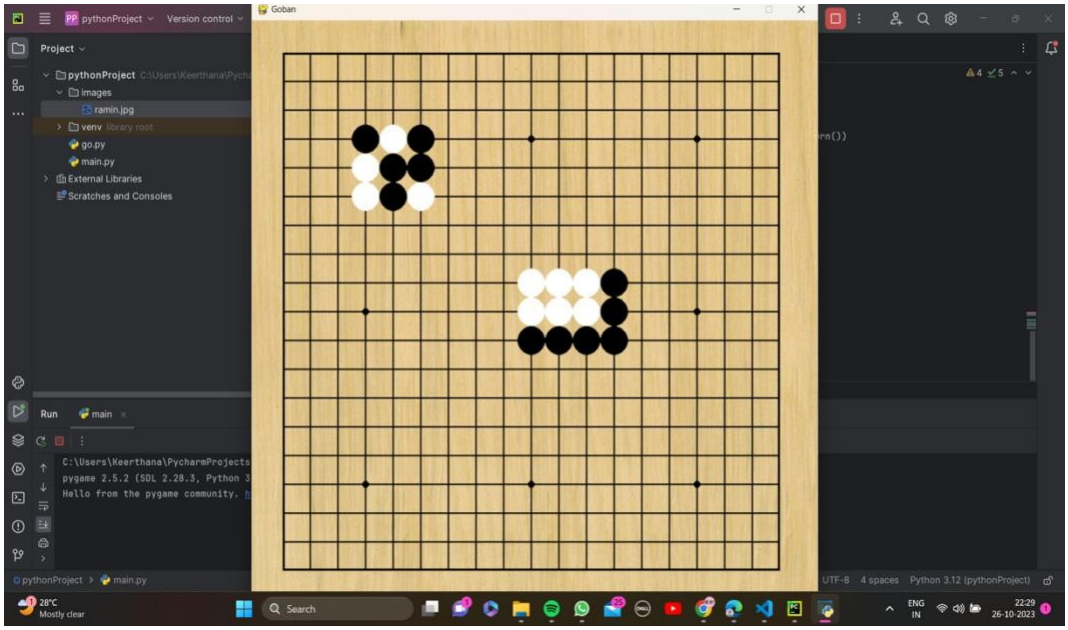
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26-10-2023

CONCLUSION

In the culmination of this extensive Go game project, developed with Python and Pygame, we embark on a journey through the corridors of time to embrace the profound essence and timelessness of the ancient game of Go. This project stands as a beacon, lighting the path for enthusiasts of all levels to partake in strategic battles that have captivated players for millennia. Beyond mere software development, it becomes a testament to the enduring relevance of Go in our digital age. At the core of this endeavor lies a commitment to preserving tradition, infusing educational value, enhancing the user experience, and paving the way for future possibilities. The project's achievement is multifold, resonating with both the preservation of tradition and the dissemination of Go's rich cultural history. By transitioning Go to the digital realm, we open new horizons for this timeless game. Its intricacies, strategies, and artistic depth are no longer confined to the boundaries of physical boards but are accessible to a global audience. This shift echoes the educational potential of Go, providing a platform for beginners to take their first steps and for experienced players to refine their strategies. It is a playground for intellectual growth, honing strategic thinking and problem-solving skills. The user experience is at the forefront of this project. The development of a user-friendly graphical interface ensures that players can immerse themselves in the game without cumbersome distractions. It fosters an environment where players can focus on the essence of Go, delve into the complexities of the board, and appreciate the delicate dance of black and white stones. This user-centric approach underscores the commitment to making Go not just a game but an experience, an art form.

Moreover, the project sets the stage for future directions that beckon with potential. The integration of AI opponents is one such path. As the world witnessed with AlphaGo, the convergence of Go and artificial intelligence is a captivating journey, one that could offer players diverse challenges. It opens the door to creating AI players that adapt and learn from their human counterparts, ushering in a new era of Go gameplay. Furthermore, online multiplayer functionality promises to turn this project into a global Go community. By uniting players from diverse corners of the world, it fosters an environment where cultures converge through a shared love for this ancient game. This potential for connection underlines the social significance of this project. Beyond these possibilities, the incorporation of advanced features like scoring mechanisms, timers, handicap stones, and game analysis tools adds depth and variety to the gaming experience. It embraces players of all tastes and preferences, ensuring that there is something for everyone in the realm of Go. In the spirit of collaboration, this project is primed for open-source contributions. By opening its doors to the broader developer community, it can evolve into a collaborative effort, benefiting from the collective expertise and creativity of open- source enthusiasts. The future of this project is not just in the hands of its creators but in the hands of those who share a passion for Go. In sum, this Go game project bridges the timeless elegance of Go with the dynamic landscape of technology. It invites players to embrace the strategic beauty and artistic depth of the game, and it does so with an open heart, ready to adapt, grow, and connect. As the project evolves, it continues to be a tribute to the enduring appeal of Go, promising to carry its essence through the digital corridors of time for generations to come.

FUTURE SCOPE

Basic Go Implementation:
Start by creating the basic game logic, including the board, rules, and player interactions. You can use a 2D array to represent the board, and implement the rules for placing stones, capturing stones, and determining the winner.

User Interface:

Consider creating a graphical user interface (GUI) using libraries like Pygame or Tkinter to make the game more user- friendly. This will involve creating a visual representation of the board and allowing players to interact with it.

AI Opponent:

Go AI is a complex topic, and implementing a basic AI player that can make reasonable moves is a good challenge. You can use algorithms like Monte Carlo Tree Search (MCTS) or neural networks for more advanced AI opponents.

Online Multiplayer:

Extend the game to support online multiplayer. You can use libraries like Flask or Django for building a web-based multiplayer interface. This will allow players to compete against each other from different locations.

Game Analysis and Scoring:

Implement a scoring system to determine the winner at the end of the game. This requires understanding Go's complex scoring rules and territorial counting.

Game Variations:

Go has many variations, such as Toroidal Go and 9x9 Go. You can expand your project to include these variations to make it more interesting.
User Profiles and Statistics:
Add features to track user profiles and statistics, including win/loss records and ratings.

Tutorials and Resources:

Include tutorials and resources for new players to learn the rules and strategies of Go.

Game Analysis Tools:

Develop tools for analyzing past games, viewing game records, and exploring different strategies and variations.

Community and Chat Features:

Create a community around your Go platform, with features like chat, forums, and the ability to watch and comment on other players' games.

Mobile App:

Consider developing a mobile app version of your Go game to reach a wider audience.

AI Improvements:

Continue to enhance the AI opponent's capabilities, making it more challenging and adaptable.

Integration with AI Services:

You can experiment with integrating your Go game with cloud-based AI services, such as Google's TensorFlow, for improved AI performance.

Localization:

Translate the game into different languages to make it accessible to a global audience.

Community Feedback and Updates:

Continuously engage with your user community to gather feedback and make regular updates and improvements to the game

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