Gebze Institute of Technology
Department of Computer Engineering
CSE 241
Winter Homework
Fall 2013
Due date
Second week of Spring 2014
This will count as one HW for CSE 222

1- Teach yourself Android programming using the resources on the web such as
http://developer.android.com/training/index.html
2- You will write a simple chess game for the Android platform.
   • Your chess game will include only two horses, one white and one black.
   • The purpose of the game is to capture the other horse or leave no space to move for the other horse.
   • Once a board position is accupied by a horse, it can never be occupied again.

A simple 4x5 horse game might look like below (H is white horse, h is black horse, . is space that can occupied, x is space that cannot be occupied.

H.... ....h	x.... ..H.. ....h	x.... ..Hh. x	x.... ..xh. ....H x	xh... ..xx. ....H x	xh.H. ..xx. ....x x	xx.H. ..xx. h...x x	xx.x. ..xx. h.H.x x
Start	White moves 1	Black moves 2	White moves 3	Black moves 4	White moves 5	Black moves 6	White moves 7
xx.x. ..xx. x.H.x ..h.x	xx.x. H.xx. x.x.x ..h.x	xx.x. Hhxx. x.x.x ..x.x	xx.x. xhxx. x.x.x .Hx.x	xx.x. xxxx. x.x.x hHx.x	xx.x. xxxx. x.xHx hxx.x		
Black moves 8	White moves 9	Black moves 10	White moves 11	Black moves 12	White wins		

Here are some properties for your game
   • At the beginngin the user can specify the board size (5x5, 7x7, 8x4, etc.)
   • The user can play white or black. The computer plays the other horse
   • The computer will play smart (at least not stupid). For example, it will not move to a position where it can be captured.
   • There will be a nice user interface for this game (not like the above table).

Notes
   1. See me if you like to have some pointers for programming smart game playing!