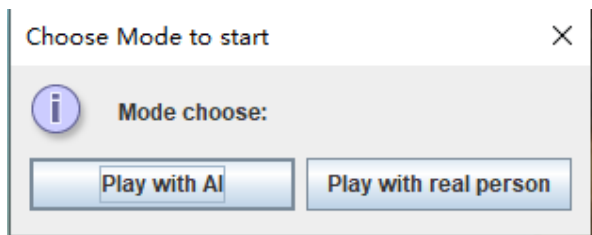
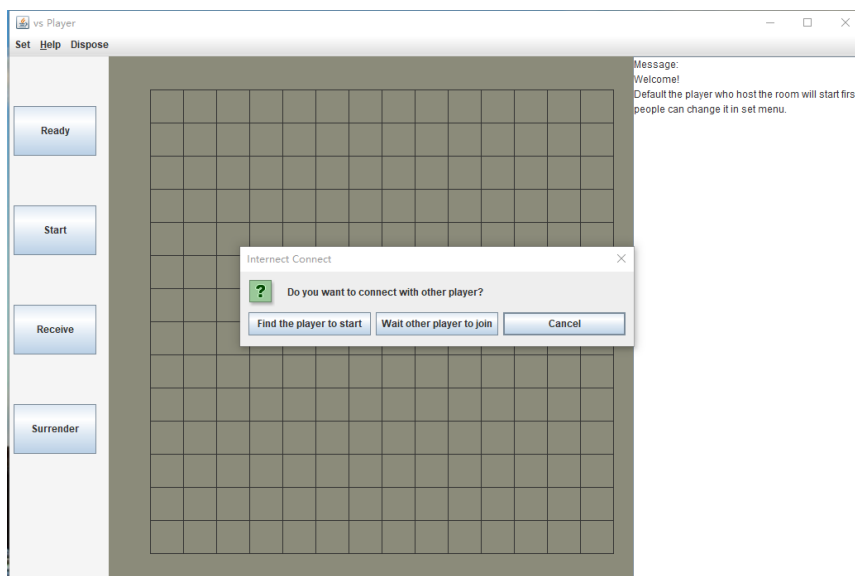


Final Project: Gomoku

At the beginning of the program, user will see

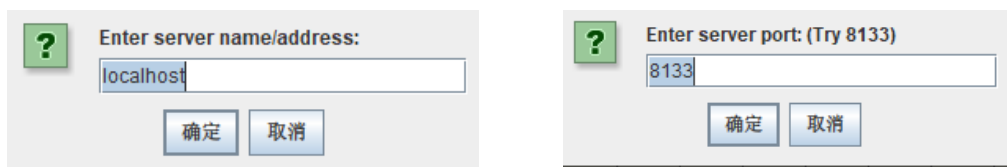


After making choice, if user choose to play with another player



It will show this frame, the message box will show the all information to help user understand what's going on, and the Internet Connect dialog will show to remainder user to connect with other, user can cancel the internet connect. But user will need to set it later for the game start.

If you want to find the player to start, you will need to enter the ip address and the port number, which will default with localhost and 8133



Then after success to connect with each other, there is a message will show up to say that both players are successful connected. For the server, it will show the client ip address

Success Connect

Client ip address: 127.0.0.1

In the menu part, you can set the menu part, user can set the parameter, which change the nickname,

change the order and connect Internet.

Set	Help	Dispose
Set NickName	Ctrl-A	
Change order	Ctrl-S	
Set network	Ctrl-K	
Exit		

Before the game start, both players need to ready for the game

You are ready to start game

Wait for the opponent

Both ready to start

You go second

Click Start to start the game

The message will tell that you go first or second. Default the player who host the room will start first, people can change it in set menu.

The player who go first, need to click Start button first, then choose a place to go. The first one will be the white chess. Then after that you can just click receive button, to receive the opponent chess, after the opponent finish his decision, it will show up in your board. Then user just need to repeat receive the chess and click the board(without click start), until end the game, or user can click the surrender button to surrender.

Black take the [3][2]

White take the [2][4]