

# JHalma

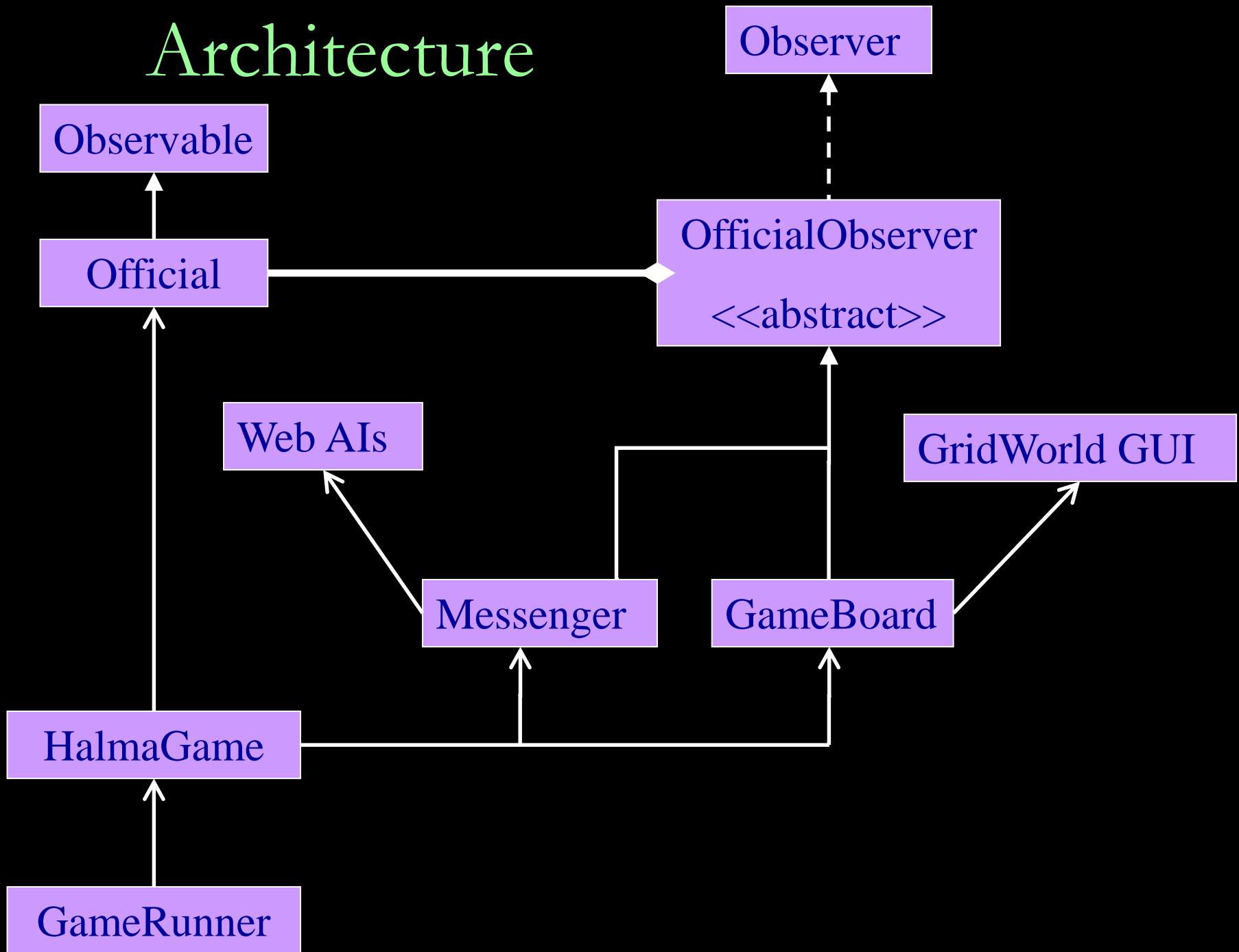


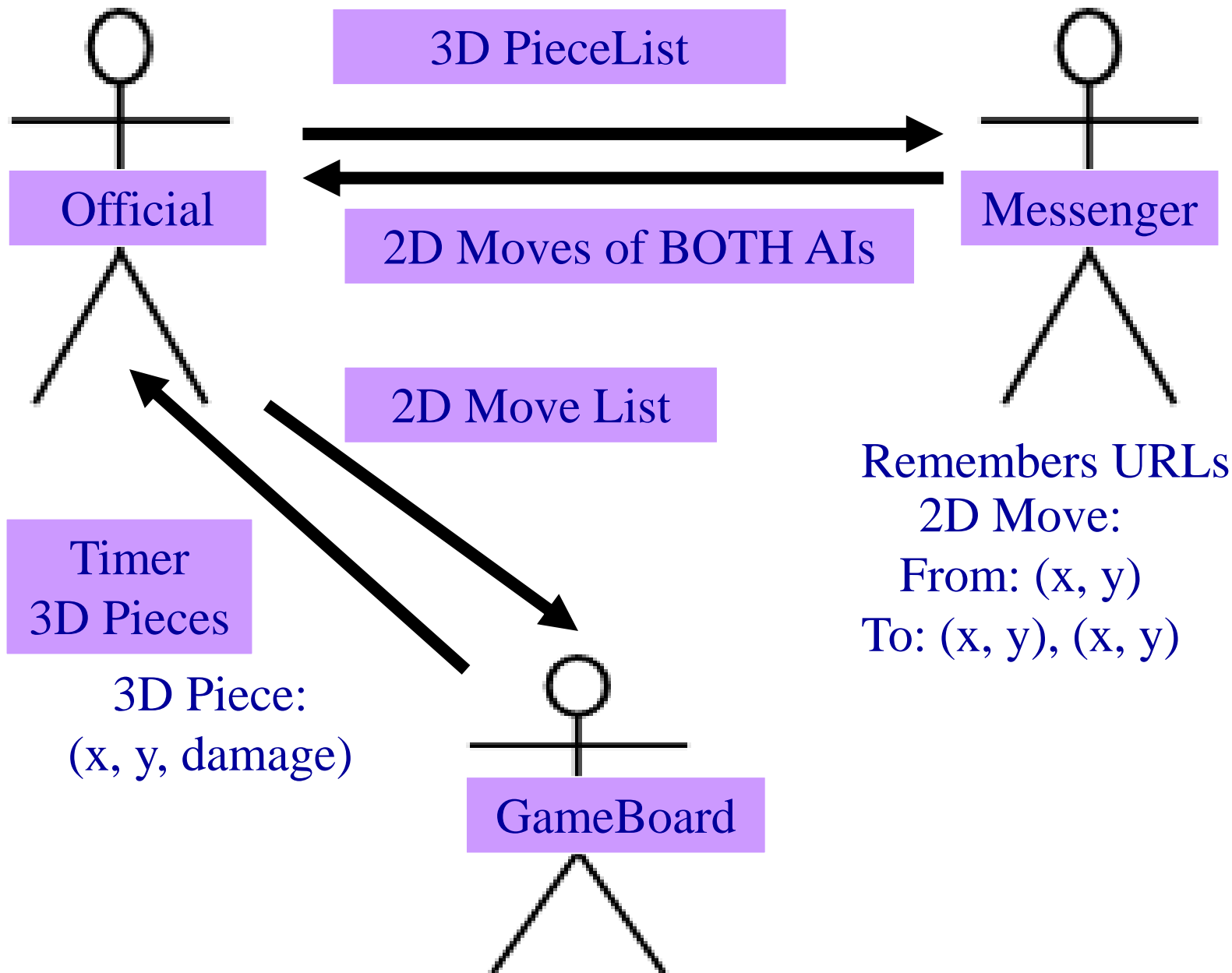
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**CSE 4345**

# General Requirements

- If possible, 1 piece moves from each team
- Game engine cycles based on a timer
  - Send Web AI board data (HTTP POST JSON)
  - Receive each AI's next move (JSON)
  - Check move validity (CSE4345 Rules)
  - Perform the moves (GridWorld GUI)
- Collisions = 5 jumpless turns
  - Reset on re-collision to 5
  - Decrement on successful move, down to 0
  - Both pieces occupy same square

# Architecture





Remembers URLs  
2D Move:  
From: (x, y)  
To: (x, y), (x, y)

3D Piece:  
(x, y, damage)

Remembers Locations/Collisions/Rules