JHalma

Vipul Kohli

Andrew Socha

CSE 4345

General Requirements

- Pieces move/jump in 8 compass directions
- 4 pieces move if possible from both teams
- Turns determined by a timer
- Collisions = 5 jumpless turns per piece
  - Reset for re-collision to 5
  - Decrement on successful move down to 0

Architecture

Observer

Observable

OfficialObserver

<>

Official

Messenger | CollisionAnalyst | GameBoard

HalmaGame

GameRunner

3D PieceList

Official — **Messenger**

Moves of BOTH AIs

Legal Move Lists

Timer

Updated 3D PieceList

A piece is defined as
(row, column, damage)

CollisionAnalyst

GameBoard