

We are going to design Gomoku (aka Five in a Row), a game similar to tic-tac-toe. Gomoku is played on a smaller version of Go board, containing 15 x 15 intersections. As the name suggests, one wins when his/her five pieces are aligned in one out of four directions. In the demonstration picture below, the player with black pieces wins.

We intend to achieve the game in several parts, including an applet for the interface, a drawer that draws the current game status, a mouse listener that allow the two players to put down pieces, a 2-D array that stores the current game status, a checkWinning function that determines if one player wins, a hint function that provides a hint of one step when the user requests, and a page of introduction to the game that can be called by user. Ideally, we would like to build two game modes: player vs player and player vs computer. However, due to time and knowledge limit, we will first build the player vs player version, and ideally with a hint function for only one step.

