

Program Description

Yingzhe Zhang

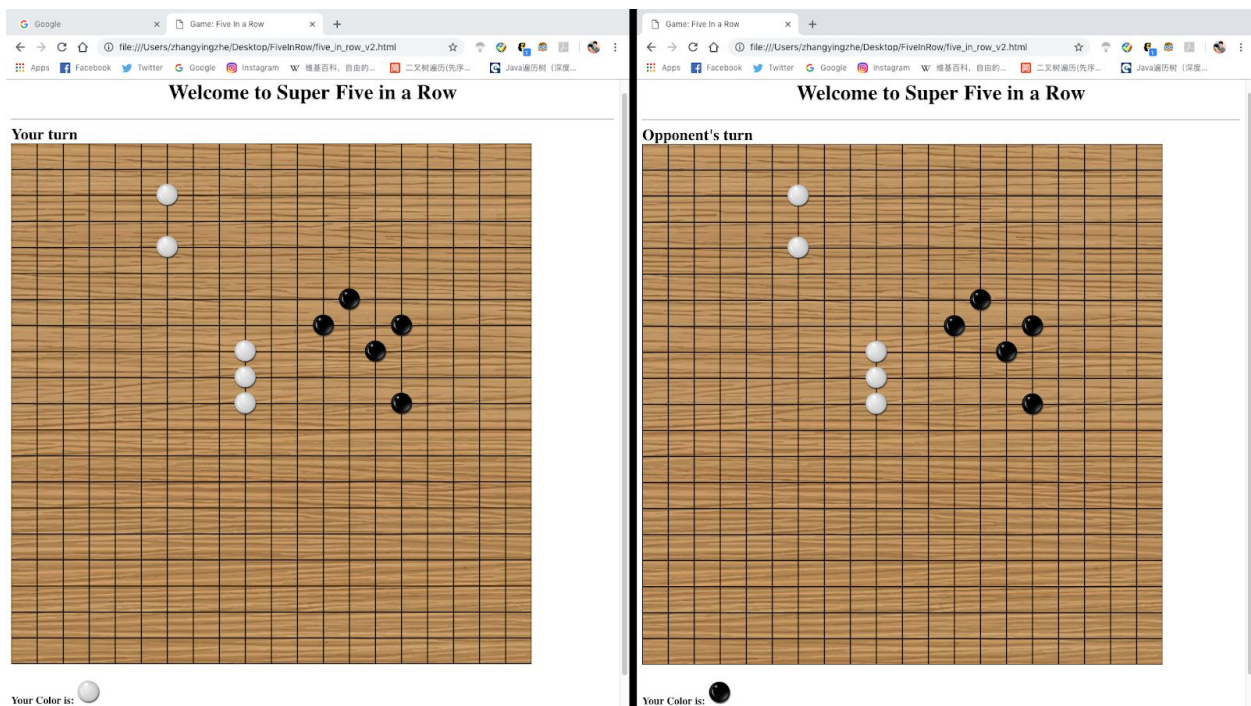
Task_1

It is a HTML file so you can run it directly using the browser. You can take turns putting stones in black and white.

In the JS part. After initializing a two-dimensional array representing the board, I draw the checkerboard and then two players can play the game alternatively. When a player place a stone, the program will calculate the position of the stone and get the coordinate. The program will check the winning state every round. Once a person wins, they will enter the next game.

Task_2

I use Python Flask and JavaScript WebSocket to implement that.



This simple program can only allow two players to play the game and they cannot refresh the page during the game. On the game page, you can see what is the play's stones color and whose turn it is now.

First, you should run the app.py as the server and then open the five_in_row_v2.html in any browser. The first page connecting to the server will play the white stone and the second one play the black stone. If there is only one client connecting to the server, he cannot play until the other one connects to the server. The server will judge the turn and the position and the win or lose status.

Once a player wins, the players cannot continue to play and the program will alert them to go to next game. There is a bug that after one of the users click OK, the other one must refresh the page again to connect the server.