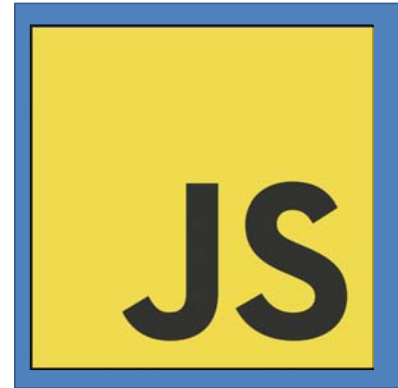
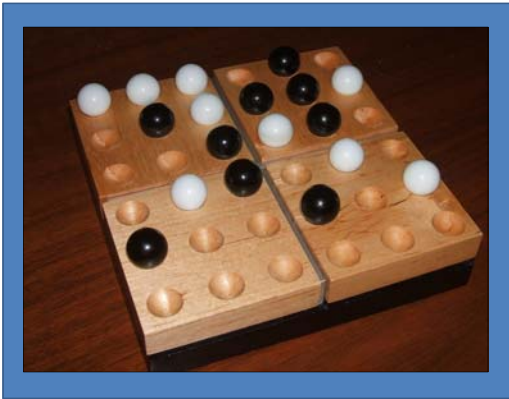


JavaScript Learning – the basic skills



Project:

To convert a console-based pentago game with AI into JavaScript based to study coding in JavaScript and the object-oriented JavaScript. If there is more time try to implement GUI interface, linked it with database, and use React.js to turn it into a mobile app.

User Cases:

1. To choose stones (black/White)

- select the stone the user wants to play
- Click submit button

Welcome to Pentago! Please select black stone if you want to go first.

☒ Black
☐ White

2. To input the user's move

plate (1-4): place (1-9): plate to rotate (1-4): left/right (l/r):

- Enter 4 values for step and rotation respectively
 - Click on submit
 - Detect if the user win
 - If the user wins, end the game
 - If not, continue to the AI step
- ### 3. To generate AI's step
- After the user move is done, AI takes in the current state
 - AI generate all the possible steps to choose the best result (due to the scoring system)
 - AI output the result onto the website.

```
*****
*   *   *
*   *   *
*   *   *
*   *   *
*****
*   *b  *
*   *   *
*   *   *
*   w*   *
*****
```