

Brief Use Cases

Build a wall

Players build a wall between any two sets of two grids when in his turn. The player can choose either move or builds a wall. The system authenticates if one line is all occupied fully by walls (without any space) after the movement; if not, the player can build the wall and system will record the location; otherwise, the player must choose to build the wall somewhere else. One player has ten walls; if there is no wall left, the player can only move.

Jump over player

When two pawns face each other (no squares between two pawns), one of the players can choose to place the pawn to the grid behind the facing pawn if there is no wall behind the facing pawn.

Perform diagonal movement

If two pawns face each other and a wall behind the facing pawn (a wall blocks the grid behind the pawn), then the player cannot jump over the player but can move diagonally (move to the grid that is not blocked by wall left or right to the facing pawn).

Winning

When a player reaches the grid side opposite his, that player wins the game, and the game is over.