CSCI 188 Project Proposal

Chinese Checker Game

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Project Abstract

This project is to program a Chinese checker(http://en.wikipedia.org/wiki/Chinese_checkers) game, it's kind of like a simplified variation of Halma, and uses marbles of different colors as the game pieces. Instead of a square board, this game is played on a hexagon board. The basic rule is whoever uses his marbles to fill all 10 holes of his opponent's corner will win the game.

Strategy

To simplify this application, this game will only allow two players to participate, two people play the game via wireless network or one person can play it by himself. Players are free to choose their color of marbles, 6 colors will be provided, once a person choose a color, the other one must not choose the same one. So the order should be decided before the game starts. The rule of this game will completely follow the traditional one, players can decide to move one step or have several hops based on whether there are "bridges" built by player himself or opponent 's marbles.

Unknowns & Problems

Till now, there are many unknowns due to lack of knowledge of the technology to be used in the application. No previous working experience with java game programming may result in some simple errors and confusion to implement some basic issues. Besides, since I don't have a deep knowledge of WTK yet, so I need to get familiar with it in order to make two users can play the game on their cell phone via wireless network. More problems are expected during the following developing process.

Implementation Plan

First step will be to render the board, and marbles. Next, make it possible to move the marbles in different hops and directions, bound checking to avoid invalid area. If time permits, make interface more user-friendly and decent. Test it on real machines.