

# **Chinese Checker Application**

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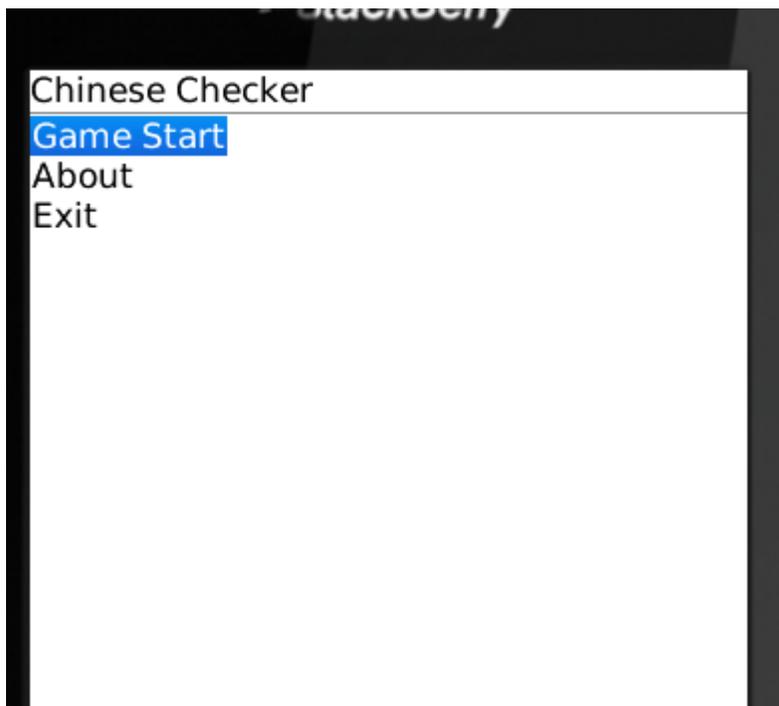
## 1 Introduction

This game allow two players, and only one human player to play. The human player will need to compete with Blackberry device/Simulator. Every game allows human player to start first, and then the one who come to the opponent's corner first will be the final winner.

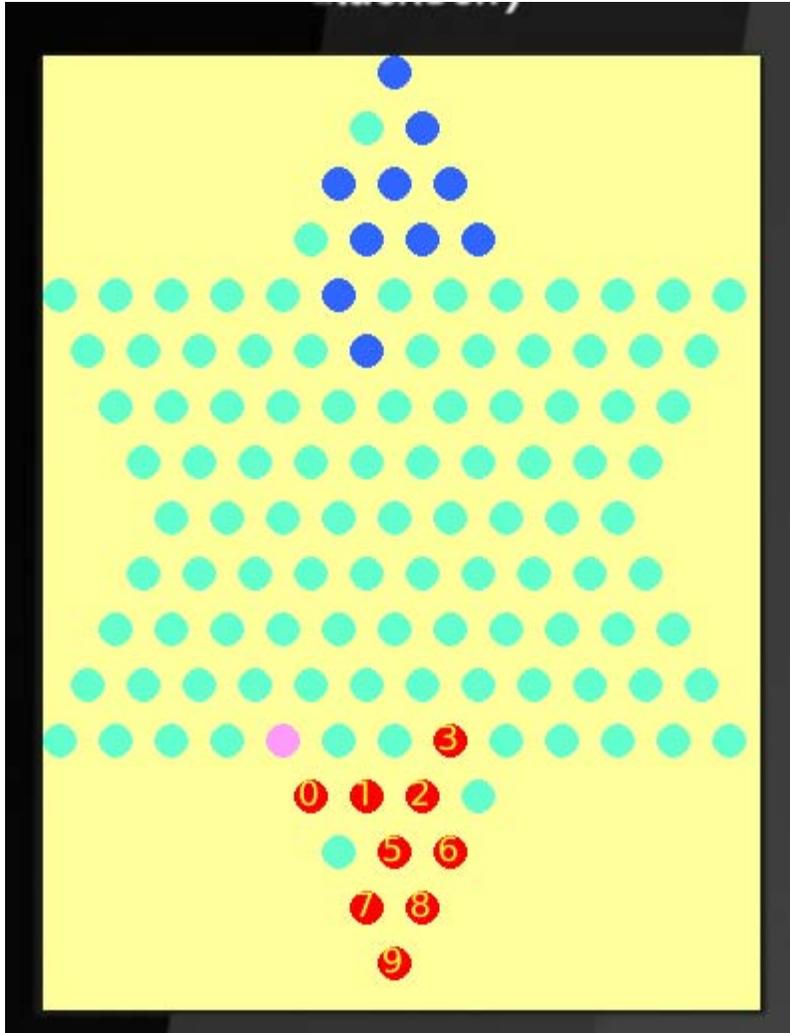
## 2 Basic Functions and Rules

To begin, simply start by clicking the "Game Start" option. This will direct you to the game map.

Or you can click "EXIT" to return to the main menu of Blackberry device. Below is a simple screen shot.



After entering the Game Map, you are allowed to start the game first.



By selecting numbers on the corresponding to the labels on those red balls, you select a specific ball to move. You can move only one step if there are no other balls around you. Besides, you can jump multiple hops if there are adjacent balls according to the rules where you can find at [http://en.wikipedia.org/wiki/Chinese\\_checkers](http://en.wikipedia.org/wiki/Chinese_checkers) .

By pressing "FIRE"(OK) button, you ensure the position you want to move, but the application will judge whether you make a valid move, otherwise, you selected ball still remain in its original position.

Finally, if all of your ten balls reach the other side faster than Blackberry, you win the game.

### 3 Problems /Issues Encountered and Conclusion

The first problem I encountered is the checkerboard. At first, I considered about using an existing checkerboard map found online to be set as the background, but soon I realized that will be difficult to find suitable balls fitting the holes just well and surely there will be more problems dealing with ball

positions during the game. After reading some examples, I draw the map by storing coordinates into arrays, which really took a long time and easily made mistakes. The second problem is how to make Blackberry be the one who know how to move balls, since I don't know too much about AI, due to time limits, here I only make Blackberry follow a specific path each time. Other issues may contain choosing the platform, I think Android may be suitable to develop such game, but I easily make mistakes working with Android, so I have to turn to Blackberry which is more direct and time saving.

In the future, possible improvement is use more advanced AI knowledge to make the application smarter, or trying to make it an online game. Also, it's necessary to develop it in different platforms and make the interface more user-friendly.