

Project. Let's Catch the Lion!

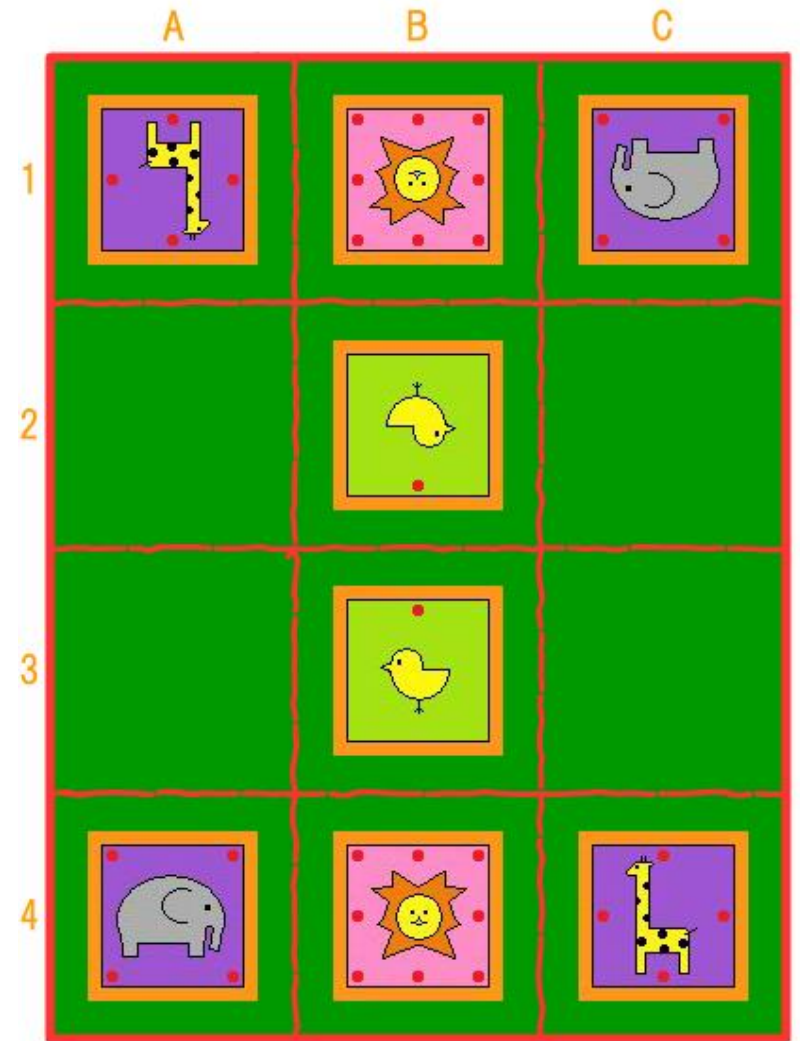
Byoung-Tak Zhang
TA: Hanock Kwak

Biointelligence Laboratory
School of Computer Science and Engineering
Seoul National University

<http://bi.snu.ac.kr>

Introduction

- **Dōbutsu shōgi** (Japanese: どうぶつしょうぎ "animal chess") is a small shogi variant for young children. It was invented by female professional shogi player Madoka Kitao, partially to attract girls to the game.
- There are some apps and flash games.



Rules

■ Turns

- Players take alternating turns.
- On each turn the current player must either move a single piece or place a piece from their hand.

■ Moving

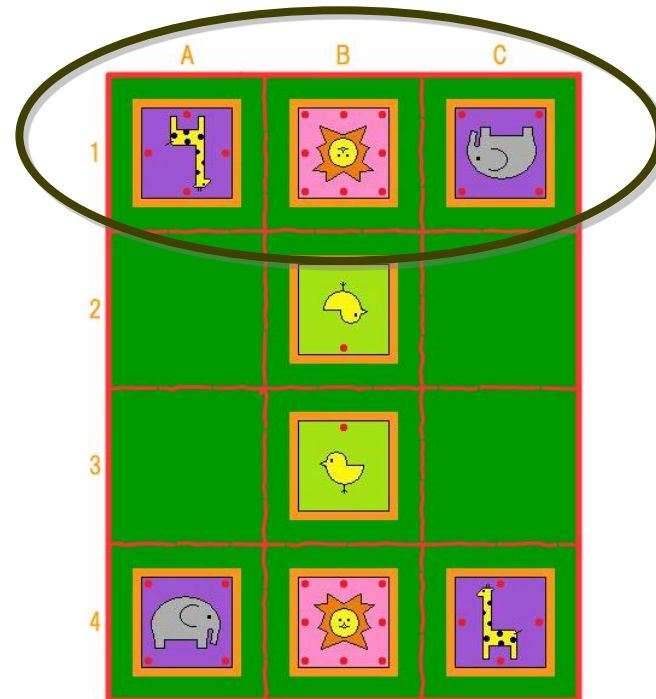
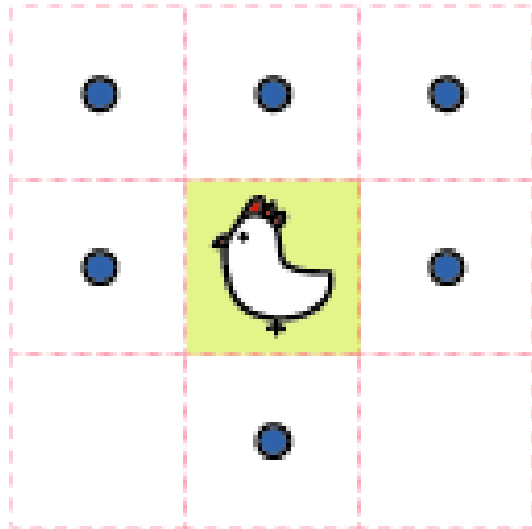
- Each piece can move one square in direction indicated by the dots on it.



Rules

■ Promotion

- The chick will promote into a powerful hen if it moves into the opponent's end zone.
- A chick placed directly into the end zone from the hand will not promote.
- When captured, hens will revert back to chicks.



Opponent's end zone.

Rules

■ Capturing

- The players can capture their opponent's pieces by moving their own pieces on top of them.
- When a player captures a piece, it is placed into the player's **hand**, from which it can be placed back on the empty square on subsequent turns.

■ No Suicide

- It is not allowed to move or leave the lion where the opponent can capture it on the next turn.

Rules

■ Winning the Game

- 1. (Checkmate & Stalemate) If your opponent is unable to do anything.
- 2. Move your lion to the opponent's end zone where the opponent is unable to catch your lion on the next turn.

Coordinates

■ Coordinates

- The coordinates are indicated by the horizontal indicators (A, B, and C) and the vertical indicators (1, 2, 3, and 4).





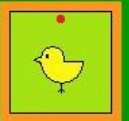



A	B	C	
A1	B1	C1	1
A2	B2	C2	2
A3	B3	C3	3
A4	B4	C4	4

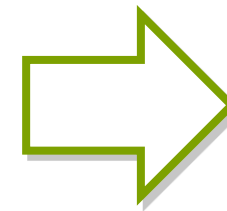
Representation

- Every pieces are represented by a single character. The opponent's pieces are shown as lower case characters, while that of yours are upper case characters. Other empty places are shown as 'o'.



L G E C H

	A	B	C
1			
2			
3			
4			



gle
oco
oCo
ELG

Input

- The first four lines of the input represents the board and the pieces on it. **Your side is always bottom.**
- The fifth line contains pieces on your hand. The pieces are represented as the upper case characters.
- The sixth line contains pieces on the opponent's hand. The pieces are represented as the lower case characters.

ComLevel 1

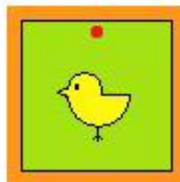


待った!
(一回使用可能)

	A	B	C
1			
2			
3			
4			

あそびかた

対局開始



[input]

ogl

ooo

oEL

ooo

EC

gc

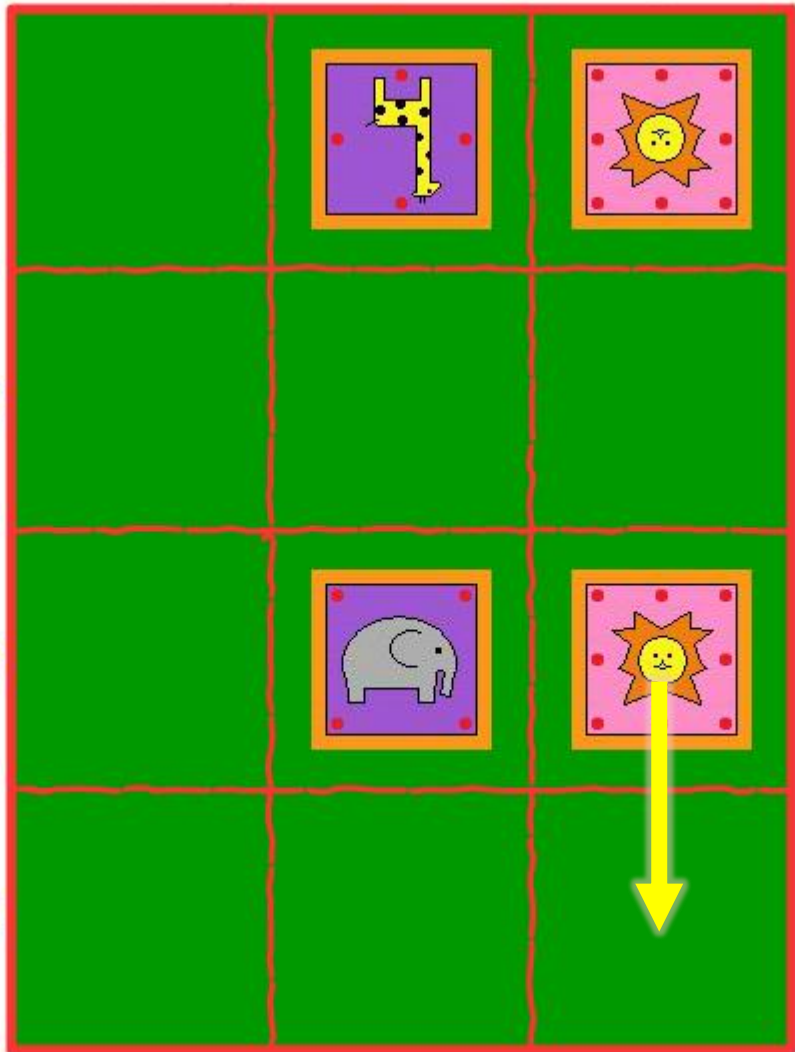
Output

- Assuming that the turn is now yours, output the movement or placement of your piece following the rules.
- Movement
 - <piece> <previous position> <next position>
 - L C3 C4
- Placement
 - <piece> P <position>
 - C P A2
- Give up
 - give_up

ComLevel 1



1



あそびかた

対局開始

[output]

L C3 C4

待った!
(一回使用可能)

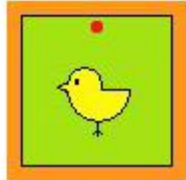
2



3



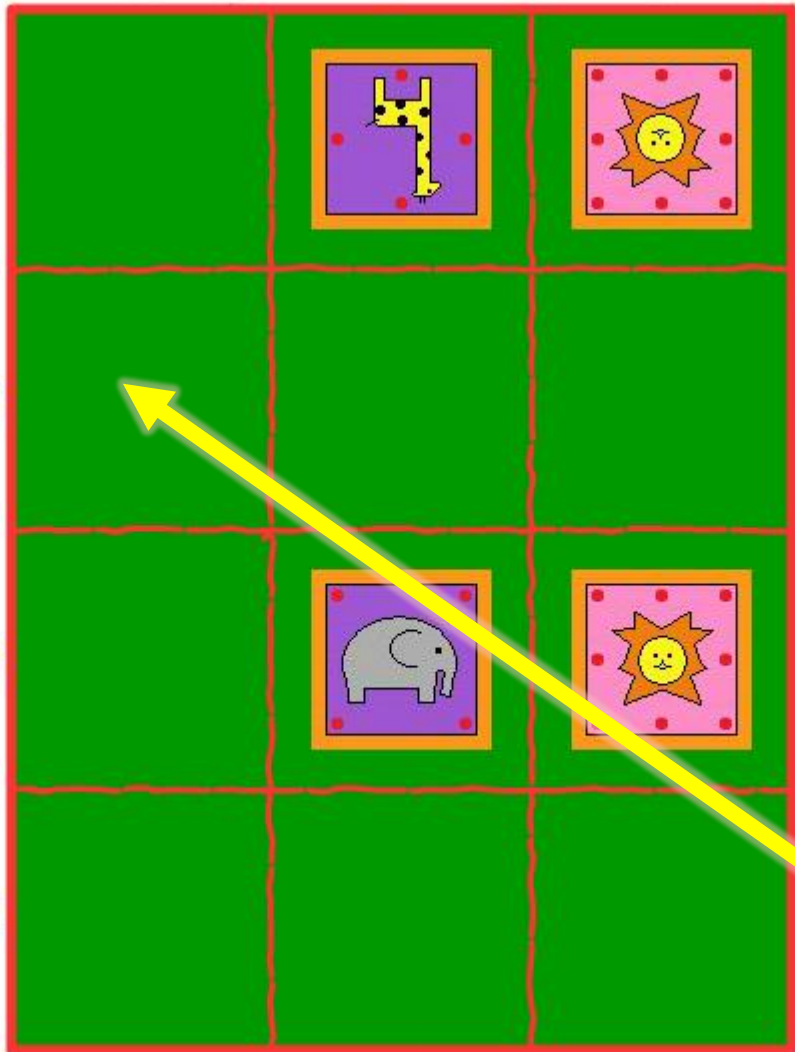
4



ComLevel 1



1



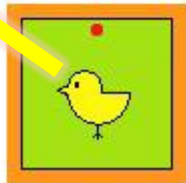
あそびかた

対局開始

2



3



待った!
(一回使用可能)

4

[output]
C P A2

Requirements

- The output must follow the rules.
- If there's no available movements or placements, then output the **give_up**.
- Your program should win the randomly selecting program at least 7 times out of 10 games.
- The output must be given in one second from our practice server.

Evaluation

- Total 1000 points
- Stability (300)
 - Starting with 300 points, -30 points are given for each violation on the rules during the test.
- Readability (200)
 - Comments (50)
 - Indentations and Spacing (50)
 - Naming (50)
 - Clean Data and Code Structures (50)
- Modularity (200)
 - Starting with zero point, 10 points are given for each **meaningful** function.
- Intelligence (100)
 - Winning Rate (100)
- Completeness (150)
 - Functionality (100)
 - Efficiency (50)
- Report (50)

Report

■ Contents

- Explanations of some core data structures.
- Precise descriptions of your idea implemented in the program.
- Test methods used to verify the stability.

Project Submission

- Create a directory named **project** in your home directory.
- Put your source files and a **makefile** in it.
- Send the report of any format to hnkwak@bi.snu.ac.kr.
- Mail title: **prg_[student number]_project**
 - prg_2014-12345_project
- Due to : **6/17(Wed) 23:59 pm**

Reference

- Flash game url

- <http://horisetsu.web.fc2.com/doubutsuflash.html>

- Wiki

- http://en.wikipedia.org/wiki/D%C5%8Dbutsu_sh%C5%8Dgi