Software Engineering SFWG 3A04: Rules and the Interface.

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Official rules for the game Stratego for the course SFWG3A04

When a higher rank piece collides with a lower rank piece the higher ranked piece wins the position.

- The highest ranked piece is the Marshall and the lowest ranked, the scout.
- Identities of the pieces are revealed only when 2 pieces collide.
- Your piece may not move on a square occupied by another piece of yours.
- Two zones (2-by-2) will be randomly added at the start game. Your piece cannot move in those areas.
- The red player starts from position (1,1) and the blue player from (10,1)
- If two pieces of same rank collide, both will be removed from the board.

Thus, if a piece is moved onto a square occupied by an opposing piece, their identities are revealed, the weaker piece is removed from the board, and the stronger piece is moved into the place formerly occupied by the weaker piece. If the engaging pieces are of equal rank, kamikaze takes place. Pieces may not move onto a square already occupied by another piece.

Special rules:

SPY
Your Spy losses if it is attacked by any other piece.
If your spy is attacked by other spy, both spies are removed from the game.
If your spy attacks any other piece but the Marshall, your spy looses.

FLAGS and BOMBS
Flags and Bombs are immovable.
If bomb is hit by a miner, bomb is removed from the board.
If bomb is hit by any other piece, both the pieces are removed from the board.

MOVEMENT
All the pieces except for the scout can move only one step back or forth in horizontal or vertical direction. Scout can move multiple steps back or forth in horizontal or vertical direction. No piece can move diagonally.

WINNING
Capturing the opponent's flag by any movable piece or capturing so many pieces that the opponent cannot move at all results in victory for the attacking team.

Any illegal move by you will or illegal configuration of the board will automatically result in opponent's victory and hence, end game.

Pieces Details:

Piece Type	Piece Code (And rank)	Max allowable per Player
Marshal *(highest)*	1	1
General	2	1
Colonel	3	2
Major	4	3
Captain	5	4
Lieutenant	6	4
Sergeant	7	4
Miner	8	5
Scouts *(lowest)*	9	8
Spy	10	1
Flag	*11*	*1*
Bombs	*12*	*6*

The protocol for communication between your system and umpire is attached.

Any changes in the Umpire will be communicated to you.