Updates: Some known issues were fixed.

Umpire Rules

1. makeMove() routine MUST return in **6000** ms
2. RED always plays the first.
3. Any illegal move or board configuration will result in endGame()
4. Identities are revealed only when a piece strikes another
5. **Team*X*_GameInterface lies in *players.teamX.TeamX_GameInterface***
6. File is generated in the current directory with the name ***teamx$_1$_teamx$_2$_currenttime.txt*** for book keeping purposes.

Illegal Move States

1. Moving or positioning a piece outside the board (**x** goes from 1 to 10, and so does **y**)
2. Moving in a lake.
3. Moving on its own piece kind.
4. Jumping a piece over another piece or lake.
5. Moving an immovable piece.
6. PiecePosition[] is more or less than 40.
7. Using more or less Marshals (or any other piece) than you can.
8. RED starts from (1,1) –bottom left and Blue from (10,1) – top left. **(This will not be modified!)**
9. Moving a piece on the same location.
10. Moving a non-existing or invalid piece code.
11. Null Move.

Invocation instructions

1. Set path of java's bin directory on your system.
2. Unarchive the contents of the umpire1.1.jar on, say C:\umpire
3. From C:\umpire1.1 path in command prompt, invoke

C:\umpire>java -cp . stratego.board.Game team9 team10

(team9 and team10 are random demo teams)

To use your own strategy:

➢ In the umpire's package/directory called ***players***, create a package called ***teamX or leagueX***, where ***X*** = your team/league number and place your ***TeamX_GameInterface*** or ***LeagueX_GameInterface*** there.

➢ You MUST use the classes and interfaces: ***GameInterface.java, PiecePosition.java*** and ***Move.java*** from the package ***gameinterface*** and ***gameinterface.piece.***

Rest of your classes may lie as per your design under the same package ***players.teamX***

(10,1)	(10,2)	(10,3)	(10,4)	(10,5)	(10,6)	(10,7)	(10,8)	(10,9)	(10,10)
(9,1)	(9,2)	(9,3)	(9,4)	(9,5)	(9,6)	(9,7)	(9,8)	(9,9)	(9,10)
(8,1)	(8,2)	(8,3)	(8,4)	(8,5)	(8,6)	(8,7)	(8,8)	(8,9)	(8,10)
(7,1)	(7,2)	(7,3)	(7,4)	(7,5)	(7,6)	(7,7)	(7,8)	(7,9)	(7,10)
(6,1)	(6,2)	(6,3)	(6,4)			(6,7)			(6,10)
(5,1)	(5,2)	(5,3)	(5,4)			(5,7)			(5,10)
(4,1)	(4,2)	(4,3)	(4,4)	(4,5)	(4,6)	(4,7)	(4,8)	(4,9)	(4,10)
(3,1)	(3,2)	(3,3)	(3,4)	(3,5)	(3,6)	(3,7)	(3,8)	(3,9)	(3,10)
(2,1)	(2,2)	(2,3)	(2,4)	(2,5)	(2,6)	(2,7)	(2,8)	(2,9)	(2,10)
(1,1)	(1,2)	(1,3)	(1,4)	(1,5)	(1,6)	(1,7)	(1,8)	(1,9)	(1,10)

Umpire Board Configuration is as shown in the figure.

Game State

Just Play: 0 seconds
High: 1 second
Medium: 3 seconds
Low: 5 seconds

Displays currentPlayer, currentMove requested, move outcomes.

Game State

Speed: MEDIUM

Red Board State: Valid Board
Blue Board State: Valid Board

RED Playing

Moving a piece from: (6,10) to (7,10)

Valid Move

Your piece moved to an empty position