Stratego Umpire Version 1.2

Release Date: Monday, November 17 2008 Instructor: Dr. Khedri TA: Mei Jiang and Shefali Kulkarni

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. TeamX 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.
- 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

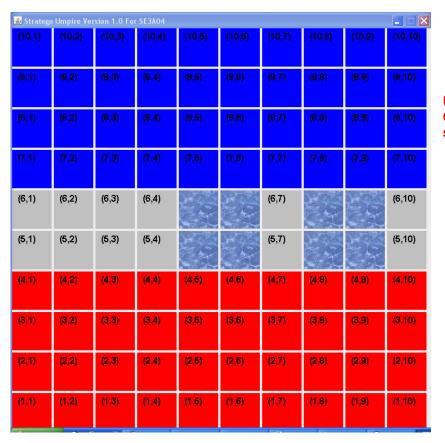
C:\umpire>java -cp . stratego.board.Game team9 team10

(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*



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.

