

Forum:[Hack Forums](#)

Thread: [Suggestions/Advices for a Java board game for a newbie!](#)

ejshadow - June 9, 2016, 5:49 am

Hi there fellows! I have planned learning Java since I do have to finish a project (school project) next year and I was thinking maybe I should just ask for some help/suggestions from other members who have been using Java for way too long.

The school project consists in making a table board game(a strategic one with roads,cells and multiplayer.Without using the dices!!!)

Some of the games asked in the past were:

- [Escape from the aliens in outerspace](#)

- [Sheepland](#)

- [Carcassone](#)

...and so on. UML, CLI,RMI,Sockets are requested!

I do know C programming and the basics of C#. If anyone could suggest me what book/tutorial/course to read/follow ,that would help me alot!

Thank you!

EwilDave - June 9, 2016, 11:45 am

The design and implementation of the game heavily depends on the game picked. Much of your post is very vague and does not actually explain what your specific task is. I'm going to assume you get to pick.

Since you mention your 'school project' being a strategic board game - I'll go ahead and assume it's one of the easiest to implement. Checkers.

If you really want some variation, then perhaps go for Chess.

For something completely different:

Spoiler ([Click to View](#))

I've seen certain turn-based games where you could capture tiles every turn, and build a building on the tile.

The buildings in that specific game were the:

Farm: generate gold every turn

Castle: make the tile harder to capture

University: obtain research points in order to upgrade farms & castles.

Balancing the game will be up to you.

As for the implementation - many of the games follow a similar structure as they are tile-based.

PHP Code

```
<?php
public class Board{
    public Board(){
```

```
        this.board;
    }
}
```

After that - both size and shape can be easily adjusted. Each of the members will be an object of another class.

If you're developing Checkers, for example, you'd create a class Piece - which would describe the board-piece interactions of the piece and change it's position on Board.board

If the game is to be multiplayer, then you can either develop it as a P2P network - in which case moves will be shared P2P without a centralized server handling the connection. You can also go the oldfashioned route and develop a server which would pair players. PM me if you'd like to know the specifics.

Hope I helped!

ejshadow - June 9, 2016, 1:47 pm

(Jun 9, 2016 11:45 AM)EwilDave Wrote: [\[CITE\]](#) The design and implementation of the game heavily depends on the game picked. Much of your post is very vague and does not actually explain what your specific task is. I'm going to assume you get to pick.

Since you mention your 'school project' being a strategic board game - I'll go ahead and assume it's one of the easiest to implement. Checkers.

If you really want some variation, then perhaps go for Chess.

For something completely different:

Spoiler ([Click to View](#))

I've seen certain turn-based games where you could capture tiles every turn, and build a building on the tile.

The buildings in that specific game were the:

Farm: generate gold every turn

Castle: make the tile harder to capture

University: obtain research points in order to upgrade farms & castles.

Balancing the game will be up to you.

As for the implementation - many of the games follow a similar structure as they are tile-based.

PHP Code

```
<?php
public class Board{
    public Board(){
        this.board;
    }
}
```

After that - both size and shape can be easily adjusted. Each of the members will be an object of another class.

If you're developing Checkers, for example, you'd create a class Piece - which would describe the board-piece interactions of the piece and change it's position on Board.board

If the game is to be multiplayer, then you can either develop it as a P2P network - in which case moves will be shared P2P without a centralized server handling the connection. You can also go the

oldfashioned route and develop a server which would pair players. PM me if you'd like to know the specifics.

Hope I helped!

Yes! You guessed it right! I need the game to be a turn-based one, exactly as you explained! (that's why I posted 3 game titles made in the years before!!!)

I read all you said and it really makes sense to me BUT I was asking for a guide/tutorial/online course to follow (i don't know java and object orientation is something i've recently started reading) so that I can get into it and learn the things needed for it! THank you very much!

Stealth™ - June 9, 2016, 2:19 pm

(Jun 9, 2016 01:47 PM)ejshadow Wrote: [\[CITE\]](#) Yes! You guessed it right! I need the game to be a turn-based one, exactly as you explained! (that's why I posted 3 game titles made in the years before!!!)

I read all you said and it really makes sense to me BUT I was asking for a guide/tutorial/online course to follow (i don't know java and object orientation is something i've recently started reading) so that I can get into it and learn the things needed for it! THank you very much!

Unfortunately since you don't know Java, you won't be able to just jump in and start making your game. I recommend you take some time and watch introductory videos to object-oriented programming.

ejshadow - June 10, 2016, 3:05 am

(Jun 9, 2016 02:19 PM)Stealth™ Wrote: [\[CITE\]](#) Unfortunately since you don't know Java, you won't be able to just jump in and start making your game. I recommend you take some time and watch introductory videos to object-oriented programming.

And with what book/video tutorial should I start Java? Which one si good in your opinion?

Stealth™ - June 10, 2016, 9:21 am

(Jun 10, 2016 03:05 AM)ejshadow Wrote: [\[CITE\]](#) And with what book/video tutorial should I start Java? Which one si good in your opinion?

Personally I've never watched video tutorials, but I imagine there are some excellent ones on YouTube.

Also check out codeacademy!

CtrlCube - June 13, 2016, 11:20 am

There is a library that I use all the time for making games. It was made for teaching children and adults Java so it is very easy to use.

To download it go to apcs then .io

If you need help just click view on GitHub link and it will have some example games if you dig around a bit. Most are un-complete but you can learn a bit from them.

About this game you were making a simple one I made was connect 4. However I would start with something more simple like an agario copy.

ejshadow - June 16, 2016, 5:04 am

(Jun 13, 2016 11:20 AM)CtrlCube Wrote: [\[CITE\]](#) There is a library that I use all the time for making games. It was made for teaching children and adults Java so it is very easy to use.

To download it go to apcs then .io

If you need help just click view on GitHub link and it will have some example games if you dig around a bit. Most are un-complete but you can learn a bit from them.

About this game you were making a simple one I made was connect 4. However I would start with something more simple like an agar.io copy.

Thnx for the suggestions but what I'm asking is quite different from what you posted...I'm asking for table-board games with Java