

I would like to create an J2ME vesion of the game gomoku (<http://en.wikipedia.org/wiki/Gomoku>). It is very similar in play to another game called pente (<http://en.wikipedia.org/wiki/Pente>). The board looks like tictactoe and the goal is to get 5 in a row with a few other twists that keeps it more interesting than tictactoe.

Basic Requirements

- Splash screen with a theme song.

- User vs User mode using network api to connect two phones (not sure which network api yet but maybe bluetooth)

- User vs Computer mode (will need some kind of intelligence level configuration to control difficulty)

- The game itself looks like a tictactoe board with people alternating turns to place game pieces on the board. The real game calls for 19x19 board but I'll probably need to make that smaller (maybe 10x10) due to screen size.

- Support multiple resolutions. The game screen will adjust proportionally to the size of the screen.

Graphics won't be a big focus for this game. I'll try to make the board and the pieces look decent. However, most effort will be spent on the AI logic and network API.