The Tyler George Halma UI has been modified so that you can use it to test your HW10 HalmaAI that can jump.

The UI is at: http://lyle.smu.edu/~coyle/halmagame/canvas-halma1.1.html

The UI will ask you for the URL of your HalmaAI Web Service. The URL should be on one of the lyle.smu.edu servers.

Your AI does need to save any state. For HW10 assume a 9x9 board.

**INPUT TO YOUR AI:**

The UI will send everything you need in a JSON string via HTTP POST. The format will be:

```
{"boardSize":9,
 "pieces": [ {"x":0,"y":8}, {"x":0,"y":7}, ... etc ],
 "destinations": [{"x":8, "y":0}, {"x":7, "y":0}, {"x":6, "y":0}, ..etc. ]
}
```

where (0,0) is the upper right corner of the Canvas and (0,8) is the lower right corner.

The three fields of the incoming JSON will be:

- `boardSize`: single digit which will be the height and width of the board(always a square). For HW10, this will be set to 9 but may change in the future, so don’t hardcode 9 into your code
- `pieces`: array of 9 piece locations
- `destinations`: array of 9 destination locations

If using PHP, you can obtain the JSON string with the following code:

```php
$jsonString =  file_get_contents("php://input");
$myJson     = json_decode($jsonString);
```

**OUTPUT FROM YOUR AI**

The UI expects back JSON of the form:

```
{"from": {"x":10, "y":12},
 "to": [{"x":10, "y":14}, {"x":10, "y":16}]
}
```

Where:

- `from` – is the position of the piece you are moving
• to – an ARRAY that contains one or more moves. If you are making more than one jump, the array should contain the x,y coordinates of the cells where your piece moves. If you are not jumping or jumping over one piece, the array will contain only ONE x,y position.
• NOTE: The UI does NOT currently validate your moves as legal. It simply displays the moves you request.

When you make a multi path jump, the squares along the path will be marked with a black dot.

The piece you move will be turned BLACK and the starting location of your piece will be marked with a red dot.