

Building an online Gomoku (Caro) web game with chat.

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Abstract: This project aims to design and implement a web-based Gomoku game application integrated with an online chat feature, meeting entertainment needs while enhancing user communication. Through theoretical research on web development techniques and network protocols, combined with experimentation, the project seeks to contribute a multi-functional, user-friendly system suitable for a wide range of users. Expected outcomes include both the developed software and a detailed report on the design and implementation process.

Keywords: Webgame, Gomoku, Online chat, Web development, Network protocol