

# Communication Platform for Sri Lankan Board Game Nerenchi

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Nerenchi is one of Sri Lanka's oldest folk board games in which the board has diagonal lines joining the corners and horizontal and vertical lines joining three concentric squares in the centre. It is a strategic game between two players. The game is played by ensuring that one avoids his/her opponent in forming a mill. The player should block the counters of that mill by moving and taking one of his/her pieces every time. The player who has lost all the counters and is blocked from moving will be the loser. This folk game makes much fun, but with time the use of this game has rapidly decreased as a result of the development of online games. Therefore, joining hands with new technology, the implementation of an automated version of the "Nerenchi Board game" will be much impressive. The proposed system has 3 main stages; Detecting objects, Object movement and deciding the next turn of the object to be moved. System design mainly focuses on automating the system by using sensors to detect the exact location and colour of the Nerenchi object. The paper presents a way to detect the existing state of the physical board on the Nerenchi game, and this is a new approach for designing a computerized version of the Sri Lankan folk game called "Nerenchi".

**Keywords:** *Nerenchi, folk board game, automated version, sensors, detecting objects*