Instructions:

1. Game Modes:

Player vs Player (PvP):

Challenge your friends or other players in intense one-on-one battles.

Select your difficulty level (Easy or Hard) before starting the match.

Player vs AI:

Test your skills against computer-controlled opponents.

Choose between Easy and Hard difficulty to tailor the challenge to your preference.

AI vs AI:

Watch as computer-controlled opponents face off each other

2. Difficulty Levels:

Easy:

Suitable for casual players and those new to the game.

Provides a more forgiving experience with simpler challenges.

Hard:

Recommended for seasoned players seeking a higher level of difficulty.

Presents complex challenges that require strategic thinking and skill.

3. Game Rules

Gobblet is a board game that combines the rules of tic-tac-toe with a memory challenge. The game can be played on a 4x4 board, with different levels of difficulty. Our goal in Gobblet is to place four of our pieces in a horizontal, vertical, or diagonal row. our pieces start nested off the board. On a turn, we either play one exposed piece from our three off-the-board piles or move one piece on the board to any other spot on the board where it fits. A larger piece can cover any smaller piece. A piece being played from off the board may not cover an opponent's piece unless it's in a row where our opponent has three of his color. Our memory is tested as we try to remember which color one of our larger pieces is covering before we move it. As soon as a player has four like-colored pieces in a row, he wins — except in one case: If you lift your piece and reveal an opponent's piece that finishes a four-in-a-row, you don't immediately lose; you

can't return the piece to its starting location, but if you can place it over one of the opponent's three other pieces in that row, the game continues.