**Movement – Chris**

* Player can distribute stones taken from specified pit one by one into concurrent pits
* The opponents goal pit is skipped during distribution of stones
* South pits: 0-5, 6 is a goal pit
* North pits: 7-12, 13 is a goal pit

**Captures – Chris**

* A stone deposited into the players goal pit is retained
* If a player deposits their stone in a previously vacant pit, the immediate opposing side is captured (if pit 2 was 0 and a stone got deposited, pit 9 would be captured into players goal pit)

**End Game – Elysha**

* Game ends once the North or South sides have emptied their pits
* Once the game has ended, the opposing player takes the stones remaining on their side and deposits them in their own goal pit.
* Winner is determined by whomever has the largest amount of stones in their goal

**Requirements – All**

* South player: AI/Opponent
* North player: Human
* GetWhoMovesFirst – Prompt human (north) to select if they want to move first
* GetHumanPlayerMove – Prompt human for their move
  + Ensure the pit they’ve selected isn’t of a 0 value
  + Display correct error message & reprompt if they have selected a 0 value pit
* generateComputerPlayerMove – MinMax algorithm with alphabeta pruning
  + Generate all successors
  + Select move that leads to successor state