

**Rules:**

1. Player takes turns rolling a 6-sided die, moving the matching cube.
2. If the matching cube is already gone, choose the next piece with the highest or lowest number.
3. Valid moves for top-left player: right, down, diagonal down and to the right.
4. Valid moves for bottom-right player: left, up, diagonal up and to the left.
5. Any cube which already lies within the target square is removed from the board.

**Winning conditions:**

- Get one of the 6 cubes to the opponent's far corner square
  - OR: remove all of the opponent's cubes from the board.
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**Functions:****Piece class:**

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**Board class:**

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**playNDE.py (= main.py): (DONE/TODO)**

(scott) Initialize board and pieces

(ronan) roll\_dice():

Return: random number (1-6)

(ava) get\_next\_player():

Arguments: current player

Return: next player

(ava) check\_piece\_presence():

Arguments: Board\_position

Return: boolean

(ronan) get\_next\_piece():

Arguments: current piece

Return: next\_highest or next\_lowest piece

(scott) move\_piece():

Arguments: moving piece

(scott) remove\_piece():

Arguments: piece at the target board position

(scott) print\_board():

Arguments: board

(ava) check\_win\_condition():

TODO: count #pieces == 0?

Return: boolean, winner

(scott) is\_move\_valid():

Arguments: new\_board\_position

Return: boolean

**AI class:???**

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