Python boules readme file

Python boules involves:

-an automatically generated throw of the jack, the ball to which players are aiming to get their boules as close as possible, on a 10x10 number grid (the jack’s location is not revealed to the players);

-a coin toss to determine which of the two players, human or computer, throws first; and

-player throws, which they achieve by guessing the grid co-ordinates, to get their boule as close as possible to the jack. The player or computer that has their boule closest to the jack cedes the throw to the opponent until the latter has used up their 3 throws.

The score from each round of 3 guesses is determined by how many of the closest boules to the jack the winning player has (eg. if they have the closest and second closest but the third closest belongs to the opponent, they go 2-0 up). The winner is the first player to reach 6.