Requirements: Nim

1. When the app starts up the user will encounter a menu that prompts them if what mode they want to play the game with:
   1. PVC
   2. PVP
2. The user will then be encountered by a menu prompting them what difficulty they want to play
   1. Easy: 2,2
   2. Medium: 2,5,7
   3. Hard: 2,3,8,9
3. After that the game will officially start. Doesn’t matter who moves first
   1. Two Modes: PVC, PVP
4. Someone wins when they leave one piece on the board
5. Continue to loop until exit
6. GUI OR CONSOLE DON’T MATTER