Requirements: Nim

System Requirements:

* Using C# and WPF
* Using visual studio 2017
* Needs to at least run on a windows box

Functional Requirements:

Rules of Nim:

* Two player game
* There are multiple rows with pieces in each row
* Players take turns taking as many pieces as they want from one row that they choose each turn.
* Winning: The player who leaves one piece on the board for the other player wins.

1. When the app starts up the user will encounter a start menu that prompts them if what mode they want to play the game with:
   1. PVC
   2. PVP
2. When the user selects the difficulty, the human players are prompted for their names.
3. If user does not enter in anything, prompt the user to enter in characters for a name.
4. 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
5. After that the game will officially start. Doesn’t matter who moves first
   1. Two Modes: PVC, PVP
6. Someone wins when they leave one piece on the board
7. The program will inform the user(s) who has won.
8. When someone wins, the program prompts the user(s) to play again. If the answer is yes, then program goes back to the start menu. If no then close the program.