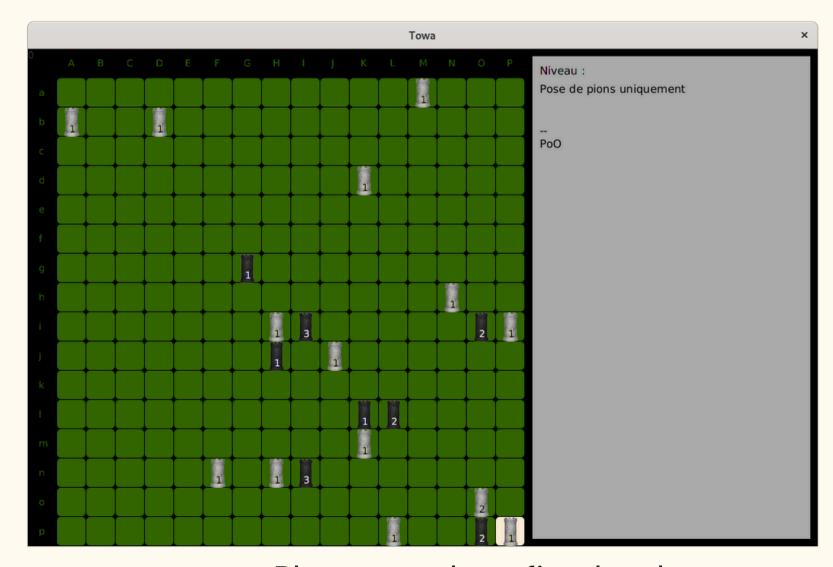
Board game

Customer specifications

Board: 16 by 16 squares
Two opponents, taking turns
Increasing difficulty levels (addition of game rules)

Skills

- Implementation of game restrictions, changing according to levels
- Handling 1 and 2 dimensional arrays
- Handling Java Classes



Play example at first level

Tools

- Java (game)
- NetBeans (writing code)
- Terminal (launch code)