

# Board game

## Customer specifications

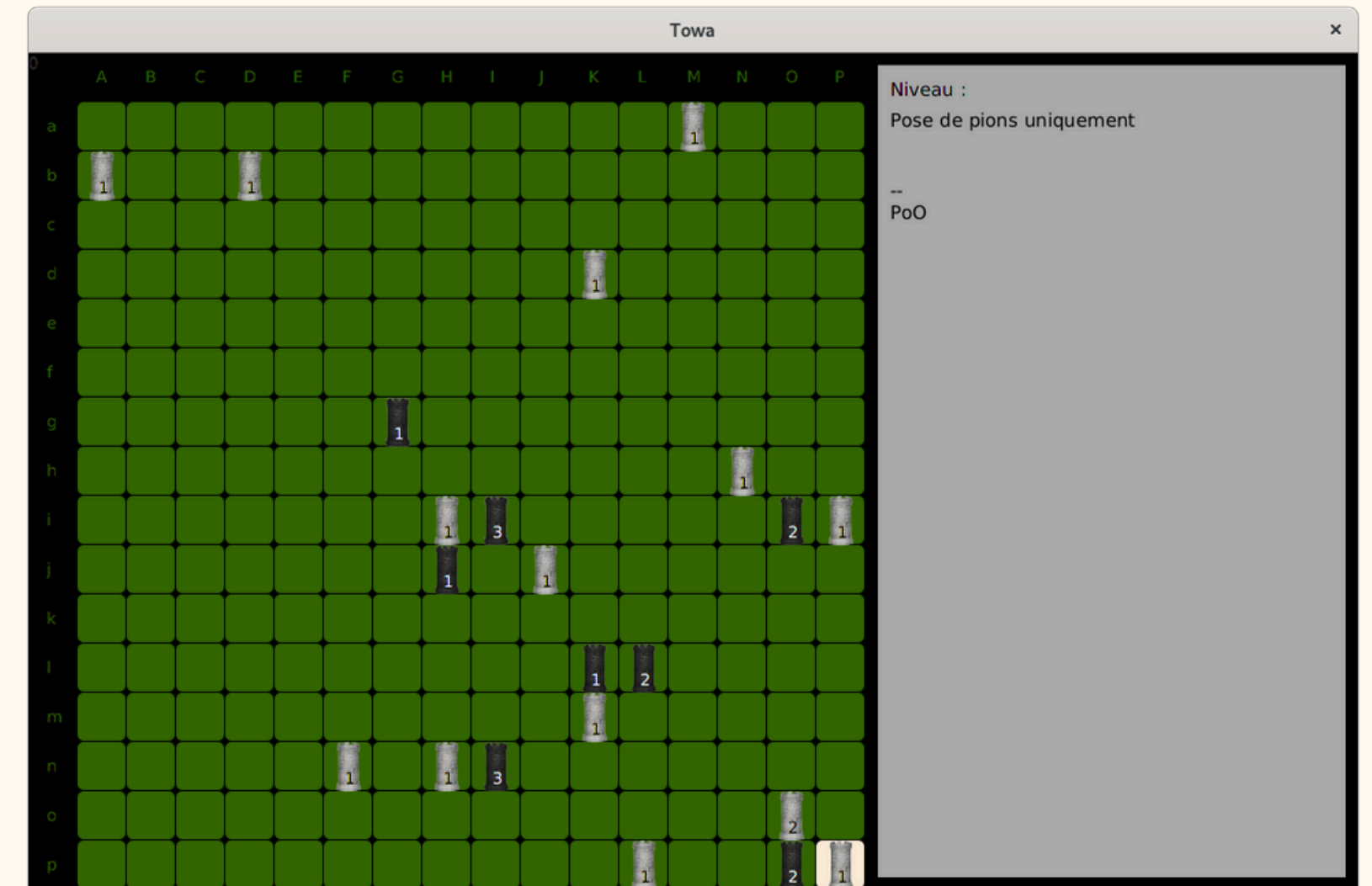
Board: 16 by 16 squares

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)