

MARKER PLEASE READ

The game runs best with the default display setting with all 4 human players. Both simple and complex boards maintain the integrity of most core functional elements.

Some **unfinished** implementation is mentioned below:

Computer AI: The implementation is present but quite primitive and the computer AI can only win in rounds with one or two moves. The computer AI cannot determine moves for difficult layouts that would require moving different robots(most rounds).

Complex black and white mode: If the display settings are changed to the “Black and White” mode and the player chooses a Complex round, the diagonal barriers are still coloured.

Save the game/ Load the game: The implementation is present but could not be implemented to the fullest.

Ending note: All game elements could be fully implemented using the GRASP design patterns if we had a bit more time since we do have thorough theoretical plans on how they could be potentially implemented.