Kent Stringer

Dylan Shoupe

Dylan Terry

**NIM Requirements Document**

Requirements:

* Language
  + C#
* OS
  + Windows
* UI/UX
  + Command Prompt

Functional:

* Player(s) must remove at least 1 tile and up to the total number of tiles in single heap each turn
* Instructions Page available at all times to the user
* Random starting player
* Basic AI
  + Random legal moves
* 2 Game Modes
  + Player vs Player
  + Player vs AI
* User is able to enter custom name(s) for each human player before each game
* 3 Difficulties
  + Easy
    - 2 heaps (3/3)
  + Medium
    - 3 heaps (2/5/7)
  + Hard
    - 4 heaps (2/3/8/9)
* Multiple Games per session possible
  + User is required to choose game mode
  + Enter human player name(s)
  + Select difficulty
  + Continues until user elects to exit program
* Player who draws the final tile loses the game
* Ascii art heap display
  + Will include text stating remaining tiles
* Player moves must be validated for legality

External Specifications:

* User will be able to launch program from an exe file
* User will play game in the command prompt window
* User will see some color displayed in the console
  + Ascii Art
  + Winner screen
* User will input commands through the keyboard
* User can exit at anytime
* User can see the instructions at anytime

Dead line:

* Friday, November 10th 2017 by 3pm