**Software Engineering Project II – Assignment 2 design document**

* Variables
  + Dice
  + Number of players
  + boardIndex[6][9][6]
* Functions
  + Print Board
  + Move – A,B,C
  + Stacked Counters
  + Dice Roller
    - Lower counters cant move
  + Side Step
  + Pick colour & number of players
  + Check win condition
  + Black Squares
* Programme
  + Variables & Main - Gerard
  + Printing Board - Kealan
  + Picking Colours & Number of players - Gerard
  + Placing Tokens in first row - Gerard
    - Check if all stacks are at their lowest
    - No Stacking on own pieces
  + Turns - Kealan
    - In infinite for loop checking win conditions at the very end of loop.
      * Display Winners
    - Dice roll
    - Side Step movement
    - Only top counter moves
  + Obstacle/Black squares - Kealan
    - Check if behind is clear