**Project**

**Dots**

Actually our project is game. Our game is based on the fact that you have to capture the territory of your opponent. The game will only have 2 players and a limited number of cells that you can capture. The rules of the game are very simple, but what approach and strategy you will use is your business. Which algorithm we will use is most likely the " nearest neighbor algorithm", but we'll see what happens next.

In this project participate 4 people

Miras Kemelkhan

Omirzak Kuldybayev

Farkhat Imanalinov

Muratbayev Dias