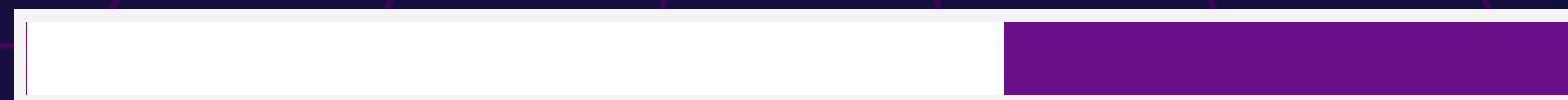




COSTRU MP GAME



PLAY

MENU

EXIT

MP SPECIFICATIONS

SETS USED IN THE PROGRAM

$V : \{\text{TRUE}, \text{FALSE}\}$

$A : \{x \in \mathbb{Z}^+ \mid x < 4\}$

$S : A \times A$

$P : \{x \in \mathbb{Z}^+ \mid x < 10\}$

EXIT

SYSTEM VARIABLES

```
int Board[ROWS][COLS];  
bool gameOver = false;  
int availablePegs[9] = {1, 2, 3, 4, 5, 6, 7, 8, 9};  
int row, col, peg, nValid = 0;  
int player = 1;
```

EXIT

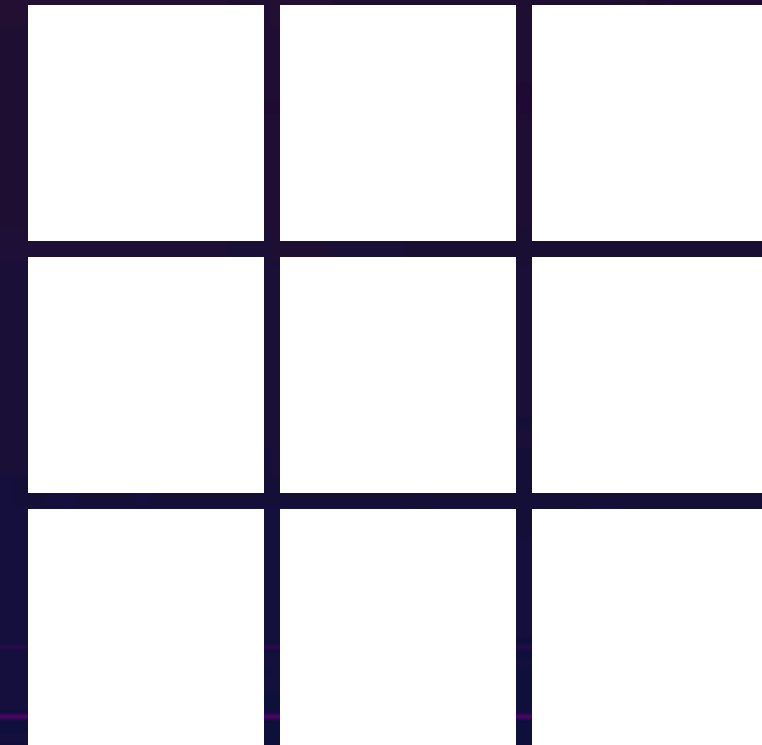
RULES OF THE GAME

2 Players

Game Stage : 3x3 Board



VS



Pegs to use : 1, 2, 3, 4, 5, 6, 7, 8, 9

EXIT

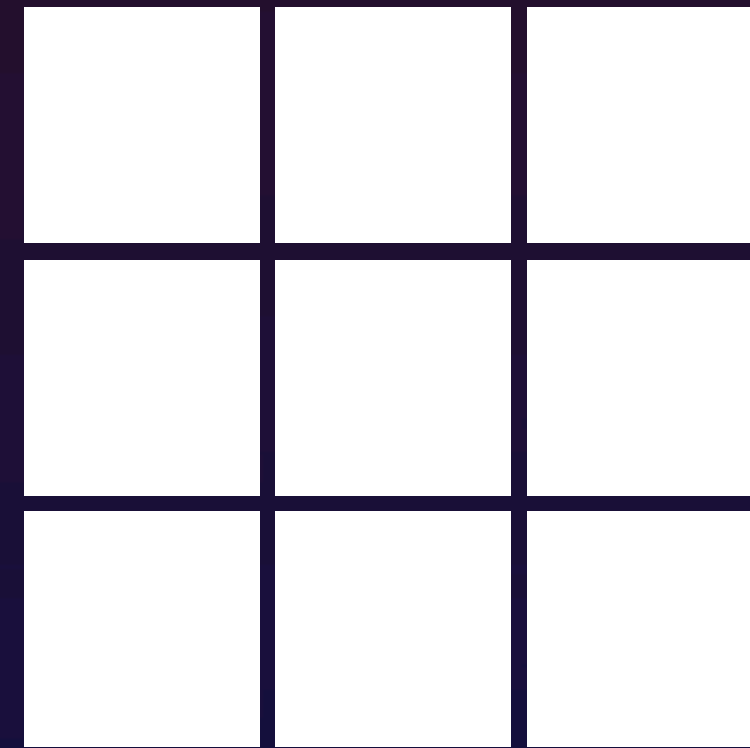
RULES OF THE GAME

PLAYER 1

Pos: 1, 1
Peg: 4



PLAYER 2



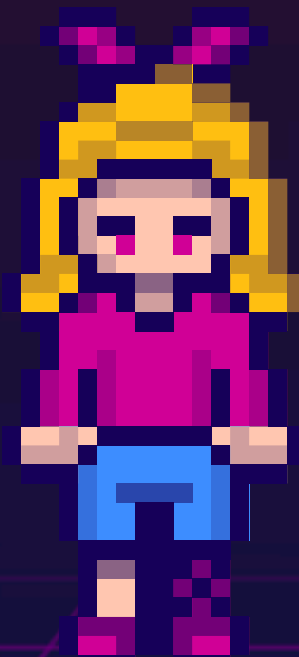
Available Pegs :
1, 2, 3, 4, 5, 6, 7, 8, 9

PLAYER 1'S TURN

EXIT

RULES OF THE GAME

PLAYER 1



4		

PLAYER 2

**MY
TURN!**



Available Pegs :
1, 2, 3, 5, 6, 7, 8, 9

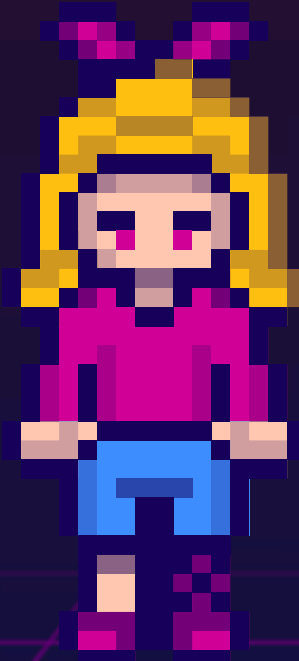
PLAYER 2'S TURN

EXIT

RULES OF THE GAME

PLAYER 1

Pos: 1, 3
Peg: 1



PLAYER 2



4	7	

Available Pegs :
1, 2, 3, 5, 6, 8, 9

PLAYER 1'S TURN

EXIT

RULES OF THE GAME

PLAYER 1

**NOO!!
I LOST**



PLAYER 2

GGEZ!



4	7	1

Available Pegs :
2,3,5,6,8,9

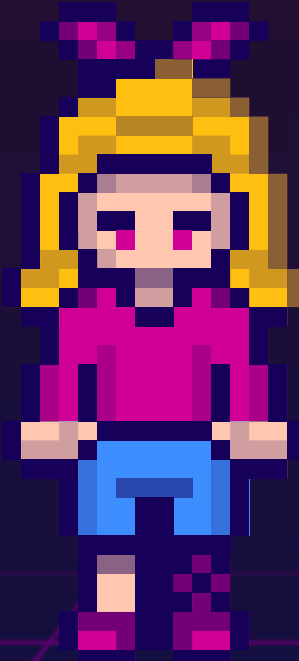
GAME END: PLAYER 2 WINS

EXIT

RULES OF THE GAME

PLAYER 1

Pos: 1, 3
Peg: 6



PLAYER 2



4	7	

Available Pegs :
1, 2, 3, 5, 6, 8, 9

PLAYER 1'S TURN

EXIT

RULES OF THE GAME

PLAYER 1

**YOUR
TURN**



4	7	6

PLAYER 2



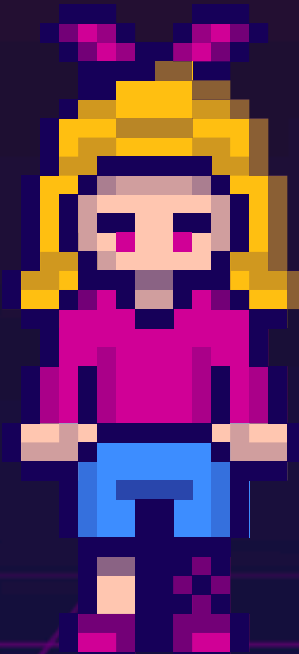
Available Pegs :
1, 2, 3, 5, 8, 9

PLAYER 2'S TURN

EXIT

RULES OF THE GAME

PLAYER 1



4	7	6
1	8	
	9	2

PLAYER 2

POS: 2,3
PEG: 5



Available Pegs :
3 , 5

PLAYER 2'S TURN

EXIT

RULES OF THE GAME

PLAYER 1

I WIN!!



PLAYER 2

NO!!!



4	7	6
1	8	5
	9	2

Available Pegs :

3

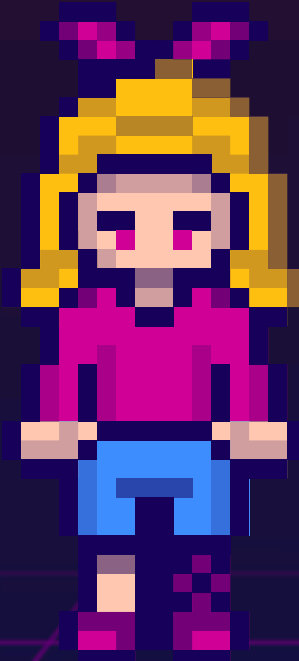
GAME END: PLAYER 1 WINS

EXIT

RULES OF THE GAME

PLAYER 1

POS: 3,3
PEG: 6



PLAYER 2



4	9	2
3	5	7
8	1	

Available Pegs :

6

PLAYER 1'S TURN

EXIT

RULES OF THE GAME

PLAYER 1

YAY!!
I WIN!



PLAYER 2




4	9	2
3	5	7
8	1	6

Available Pegs :

6

GAME END: PLAYER 1
WINS BY MAGIC SQUARE

EXIT



THANK YOU FOR
PLAYING WITH US!

EXIT