## Assignment 2: Student Number 19349633

The goal of this project was to create a domination game which can be player from command line in which there is a winner. The game can be played by entering numbers in to the command line and the board is printed every turn.

```
Please enter a name for Player 1.

**studunt1ucd*

Please enter a name for Player 2.

**tudent2nuig*

Player 1 name: studunt1ucd*

player 1 color: 0 (0 = red,1 = green)

Player 2 name: student2nuig*

player 2 color: 1 (0 = red,1 = green)

****** The Board ******

| - | - | | | | | - | - |

| - | R | R | G | G | R | R | - |

| | G | G | R | R | G | G | |

| | R | R | G | G | R | R | |

| | G | G | R | R | G | G | |

| | R | R | G | G | R | R | |

| - | G | G | R | R | G | G | - |

| - | - | | | | | | - | - |
```

Players pick a name and are then shown their stats:

Turns consist of choosing

1.a square to move

2. if you want to move the entire stack or just one piece

3.where to move it to. (If this is bigger than 5 then you either capture a piece or add it to your reserves)

You win if the other player cannot make a move.

## Player has won!