# UI/Interactivity Assignment

Monday, September 11, 2017     5:23 PM

Player is Greeted to the game of Nim with "Welcome  to the Game of Nim" as well as a pop up with the rules of Nim

The Player is then prompted with a number menu with 1. Player v. Player and 2. Player v. Computer (Wall-E). The player is expected to type the number that corresponds to the choice they want and to submit by pressing enter.

The Player(s) is then prompted for the main players name. The user is expected to input their name (a minimum of one character). If the player is versing another player, the second player will receive the same prompt with the same requirements.

 The next player prompt is the difficulty. It comes up as a number menu and the player(s) are required to input a number that corresponds to the difficulty that they desire.

The next menu prompt that is given to the Player(s) is who they want to go first. This prompt will show up with both players names with numbers next to them, and the main player is required to input a number that corresponds to who they want to go first.

The Current board is printed out for the user

The Player who is chosen to go first is then prompted to input a row to pull from and how much to pull (in the format row, amount). Input is required to be in this format. If input is not in this format, the player will be notified that the input is not valid and told to try again. This process is looped for the next player until no pieces are left and a winner is declared.

As soon as a no pieces are left, the winner is congratulated and is prompted to play again with a number Menu with yes and no. The player is required to input a number that corresponds to the choice they want to make.

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