



Task 1: Nine Mens Morris

Implement the board game nine mens morris as a “single-computer” game.

Requirements

- Use the rules on [Wikipedia](#).
- Also implement the flying rule.
- Start with the template provided on Moodle.
- Implement the game by `impl`ing` the trait `NmmGame` for the struct `Game`.
- White always begins.
- Do NOT edit any of the given implementations.
- Do NOT add any dependencies.
- Do NOT use AI.
- Submit your solution as a zip file named `lastname_firstname.zip`. The top-level directory in the archive should contain the project, i.e., `src/` and `Cargo.toml`.

You can run the included tests with `cargo test --no-fail-fast`. For grading, we do have additional tests.

The tests work with the serialized and internal representation of the game. To actually play the game (e.g., for play-testing), you first need to implement your own `main()` method.