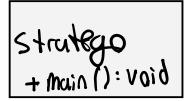
We will write a Stratego program that does the following:

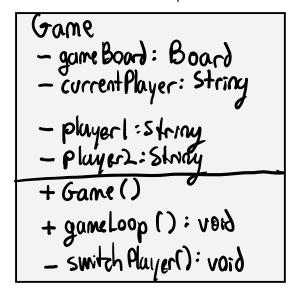
- Has two players
- Allows the players to set up their pieces on their own or chose from preset boards (and make changes if they want)
- It will not show the board until the player whose turn it is is ready to see their pieces. The other player's pieces will all be represented by the same symbol.
- Plays Stratego normally, following rules such as
  - Scout (2) can move multiple spaces
  - Flags and bombs cannot move (and cannot attack)
  - Miners (3) are the only pieces that can disarm bombs
  - Spies (1) are the only pieces that can kill the Marshal (10)
  - o If the attacking piece and defending piece are the same, then they both die
- The board will most likely be displayed on the console but we may end up using a GUI
- We may make an option for one player against an AI

Our program should include everything that a normal game of Stratego would have.

We will use the following classes:

- Stratego has main and creates a Game object and runs gameLoop()
- Game has a game loop and a Board and methods to check rules
- Board has an 2D array list of Pieces and methods to check certain things about the board (such as if a position is already taken)
- Piece a class that holds variables for individual pieces





```
Board
- board: ArrayList (ArrayList (Piece))
- startingPieces1: LinkedList (Pieces)
- startingPieces2: LinkedList (Pieces)

+ Board()

+ is Filled (row:int, col:int): boolean
+ to String(): String
+ moverble PiecesLeft() boolean
+ move (current Pluyer: String, rowl:int, coll:int, row2:int, col2:int): void
- throws exceptions
+ get Piece (row:int, col:int): Piece
+ set Piece (p: Piece, row:int, col:int): void
- throws exceptions
```

## Piece - team Nume: String - value: int - moveable: boolean + Piece (team Nume: String, value: int) + set Team Nume (team Nume: String): void + set Value (value: int); vaid + get Team Name (): String + get Value (): int + is Moveable (): boolean