1. Proper initialization and clean-up of each class
2. Generate initialization of the pieces as positioned by a random, uniform distribution
3. Have two players on table
4. Randomly give 10 pieces for each player
5. 8 remaining pieces stay in the “boneyard”
6. Check players hand to see if they can match the tail or head of the line of dominos. If not, they draw from the boneyard until they can or until the boneyard is completely empty. If they still can’t draw, switch to other players turn.
7. The side of the piece placed on the head or tail of the dominoes match is marked as no longer available. The opposite end becomes the new head/tail of the domino line.
8. First person to play is chosen randomly.
9. The winner is who places all his pieces on the the table, matching the head and the tail on the game with his pieces after playing each of his turns, and is left with no additional pieces in his hand.
10. Display in ASCII format on console each move from each player. Display in ASCII format on console the final result: winner, how many pieces the second player had in hand, what the pieces are; the dominoes matching how they were placed on the table.