**TITLE:**

Brendan Uebelhoer

CSCI 101 Section A

Pegboard simulator

**PROGRAM**:

I intend to write a program that simulates playing the classic pegboard game, in which a board with a grid of hole is filled with pegs, leaving only one hoe open. The game is played by taking a peg and “jumping” another peg into the empty hole. The jumped peg is them removed, leaving two open holes. The game is then repeated until there are no more possible moves. The game is scored by the number of remaining pegs, with 1 being the highest score. I intend to implement all the formal rules of the game, with the ability to select a premade board or import your own. Other possible features include a timing system, scoreboard, and different difficulties that can suggest moves for you

**PROCESS:**

I intend to collaborate mostly with my floormates that are also in CSCI 101, such as Matthew and Will. Their role will primarily be a testing role, trying to find bugs in the game that I missed, as well as suggestions for features that will improve the program’s playability.

**CONCERNS:**

I have no major concerns for this project, I feel like it is easily accomplishable with what we have learned, but still challenging enough to be a final project