**Project Proposal**

The category in which our application falls would be ‘Board Games’. The game we chose was Nine Men’s Morris. The game is played by filling the slots on the board with stones. Once a line, which has three slots, is occupied with the stones of one player, the player can now remove a stone of the opponent’s from the board. Once a player has all nine of their stones present on the present, they are only able to move it to the slots adjacent to those on the line. The winner is determined when the opponent has less than three stones present on the board.

The main user experience in this game will be focused on a game between the user and the artificial intelligence. Even though the option is given for a human vs human version of the game, we chose to focus on the interaction between human player vs an artificial intelligence player as the process for designing the program for that seemed more interesting and user friendly. It requires far more logic and interesting course content that would not be included with just a human player vs human player version of the game.

Nine Men’s Morris is a strategy board game that consists of nine stones for each player. The interface would be accessed through a matter of different inputs. This will include a matter of clicks on the screen to placing the stones, move the stones, and remove the opponent’s stones on the board. The inputs will also include typed inputs from the user in order start, restart or quit the game. These are only applicable to the human player as the artificial intelligence will be pre-programmed to play the game in a strategic manner.