YourGameName Rules.
Team Name: ____Another One Bytes the Dust___
Members: __Arturo Villalobos___ _Joni Guerrero____ __Jasmine Nguyen___ __Simran Sethi___

Game Objective: (How do you win?)

Number of players: (user chooses between a given amount? Automatically set to 2 or 4?)

Variant 1:
General idea how to code Variant 1: 3-D Tic-Tac-Toe
Variant 1 Author: Jasmine Nguyen
Variant 2:
General idea how to code Variant 2:
Variant 2 Author: Simran Sethi
Variant 3:
General idea how to code Variant 3:
Variant 3 Author: Joni Guerrero
Variant 4:
General idea how to code Variant 4:
Variant 4 Author: Arturo Villalobos
(add extra Variants as desired or necessary)

Gameplay: (describe the game like a how to play)

Per the website: https://www.playbattlegames.com/bounce-battle.html

Variant 1 : BIRD'S EYE TIC-TAC-TOE BATTLE 2 players

Be the first to get three balls in-a-row as seen from above the cube; only the top balls in any space count (block your opponent!).

Variant 2 : LUCKY 13 BATTLE 2 players

Be the first to bounce 13 balls into any location in the cube.

Varient 3 : GREAT WALL BATTLE 2 players

Be the first to bounce nine balls into the wall closest to you. In this battle, it does not matter which ball colors are used. If you bounce in your opponent's wall, however, the ball stays in place.

Variant 4 : POINT BALL BATTLE 2 players

Be the first to score 21 points. Points are scored by bouncing balls into the cube. The front vertical wall is worth one point per ball, the middle vertical wall is worth two points per ball and the back vertical wall is worth three points per ball. Each player gets to bounce three balls per turn. Each player gets the same amount of turns. After each round, add up the score and play additional rounds as necessary until there is a winner.