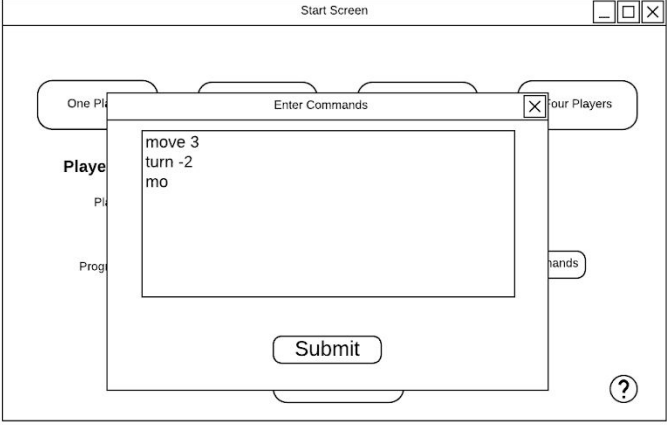
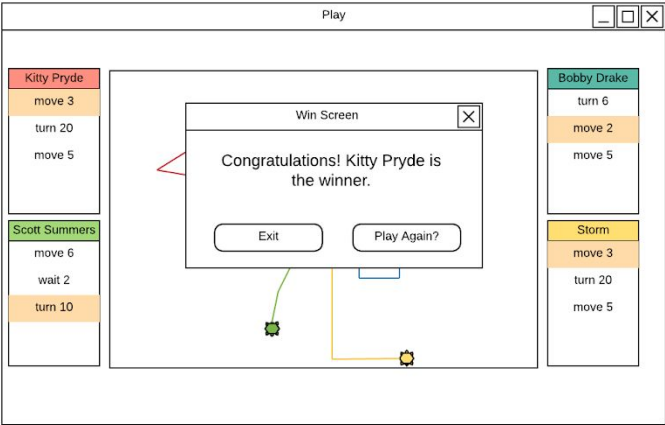
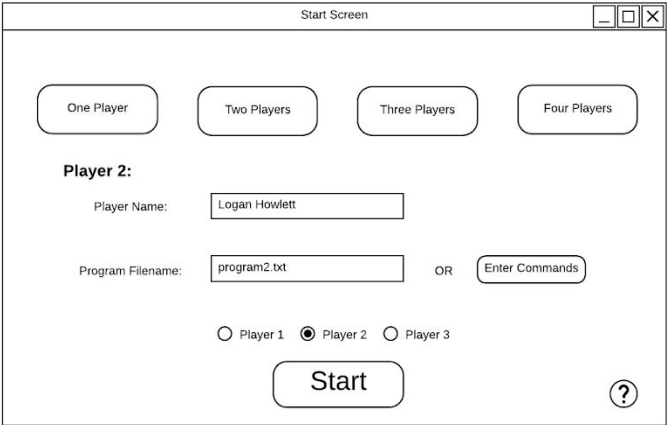
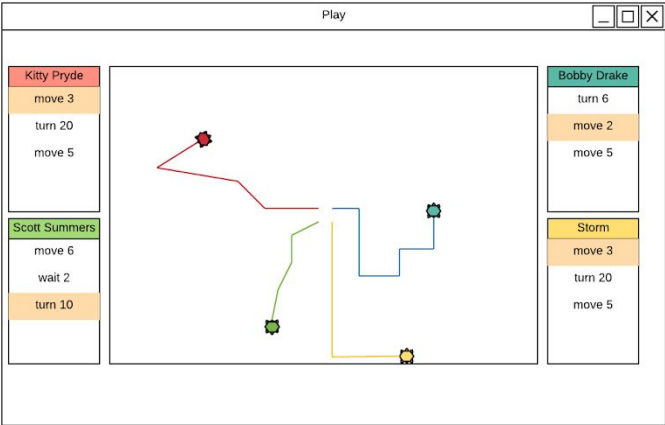


Descriptions: Turtle graphics is often used to teach beginners the basic concepts of programming. I will turn this into a game, where two or more players submit a series of moves for different colored turtles. These moves include turning, stepping forward x units, for-loops, and other options that help teach people about how programming works and what it can be used for. Each turtle leaves a trail over the play field, and if another turtle runs into that trail, that user loses. The players enter their moves with a simple programming language, and the program loops through the directions until there is only one player left, with occasional stops to allow users to modify their instructions.

User Requirements:

Requirement ID	Requirement
1a	Will accept commands from players
1b	Validate command structure
2a	Display game board
2b	Assign colors to players
2c	Create turtles for each player
3a	Execute commands to move turtle
3b	Update Display
4a	Check win on each turn
4b	Notify players of win

UX Mockup:



UML Diagram:

