Software Engineering Project 2:

This project is a digital recreation of the boardgame "Focus". I divided this project into four different modules. One to initialise the game, one to manage the output eg. printing the board, one to manage the turn logic, and one to manage the stack movement and the removing of objects from stacks that got too large. I used linked lists to add the stacks to the game as I was quite familiar with them before I started the project and thought it would be easier to just start with them and not have to change. The game ends when a player has no reserve pieces remaining and no moves to make on the board. That player loses and information about the winner is printed.