COP 4516 Final Project: “NumChop” Spec

**High Level Priorities:**

1. The board (middle of the screen)
2. The info bar (top of the screen)
3. History Bar (bottom of the screen)
4. Menu Bar (Very top of the screen)

**Board:**

1. Simple Grid + Labels
2. Pieces + Piece highlighting + Move highlighting
3. Animation (low priority)

**Info Bar:**

1. Player Labels + Scores
2. Turn Indicator (This will be in colored text)
3. Misc. Info

**History Bar:**

1. The last move made in colored text
2. The Drop Down Full History (low priority)

**Menu Bar: (Maybe put in hotkeys)**

1. File
2. View (low priority)
3. Edit (low priority)
4. Help (low priority)

**Menu Bar -> File:**

1. New Game
2. Exit
3. High Scores (low priority)

**Heurisitcs:**

1. Sum up points gained in a path