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**How does changing the number of starting dragons and the legal moves affect the strategy and outcome of the game?**

Changing the number of starting dragons and legal moves could affect the strategy and outcome of the game because the game is decided before it even starts by the number of dragons so increasing the dragons could switch the side of who wins. Changing the number of legal moves could affect who wins the game. For example, if the max number of legal moves is 4 and there are 5 dragons, the first player would win.

**How could the test code be modified to create a visualization of the game tree instead of just the actual turn-by-turn outcomes?**

The test code can be modified by making each dragon a dot and keeping track of the number of dragons each side gets and visualizing the movement of dragons by printing everything out.

**What was the relative contribution of each group member to the project?**

Stephen worked on finishing all the code in the NimClass.java class, Eckart finished all the code in NimState.java class. We both discussed and worked together to figure out how the TicTacToe code works.

