

Difficulty:

The player selects from two available options the difficulty of the game. The system will then create a board that corresponds with said selection and display it in the application window.

Color Deficiency Functionality:

The player clicks a button with a check mark box that toggles between normal and colour blind mode. If the box has a check mark, each game piece and marked spot upon setup will be labelled with a unique symbol to indicate their colour.

Saving Functionality:

At any point in the game, the player selects a button labelled "Save" that will preserve all the conditions of the current game under the logged-in profile. When the application is opened again, the player logs in, the aforementioned conditions will be restored.

Hint Functionality:

The player selects a button labelled "Hint" to which the system will respond by indicating a recommended move.