#

**welcome to abalone!**

A game of skill and shellfish

Win by kicking eight marbles of your opponent out of the gaming ground.

**PLAYER TWO:**

**PLAYER ONE:**

* Circle divs = 61 🡪 class “chips“
* CircleContainer = 61 🡪 class= “chipcontainer“
* 5Xdivs in 1 div 🡪 class = “firstline”
* 5Xdivs in 1 div 🡪 class=”neinthline”
* 6xdivs in 1 div 🡪 class = “secondline”
* 6xdivs in 1 div 🡪 class =”eigthline”
* 7xdivs in 1 div 🡪 class = “thirdline”
* 7xdivs in 1 div 🡪 class=”seventhline”
* 8xdivs in 1 div 🡪 class = “fourthline”
* 8xdivs in 1 div 🡪 class=”sixthline”
* 9xdivs in 1 div 🡪 class = “firstline”
* One div for everything 🡪 class= ”mainContainer”

# **Goals to achieve:**

1. Defining the winning condition:
   1. Kicking 6 marbles of your competitor out of the gaming ground.
2. Defining an Array which determines that you can move three, two or one of your marbles.
3. Defining that your marbles can move back and forth, right and left, diagonal, sideways.
4. Defining that you must have one more marble than your competitor if you want to push its marble/ marbles.
5. Defining that maximum three marbles of your own and two of the competitors can be moved at the same time.
6. Defining that maximum three marbles of your competitor and two of your own once can be moved at the same time.
   1. Meaning:
      1. Three of your own can push two or one of your competitors’ marbles.
      2. Three of your competitors’ marbles can push two or one of your own.
      3. Two of your own can push one of your competitors’ marbles.
      4. Two of your competitors’ marbles can push one of your own.
7. Defining that a push of competitors’ marbles is only possible in the following directions:
   1. Up or down/ back or forth
   2. Left or right
   3. Diagonal
8. CSS Styling
9. If there is enough time left than do it a way that it is uploadable.