

## Specifications

### Alone :

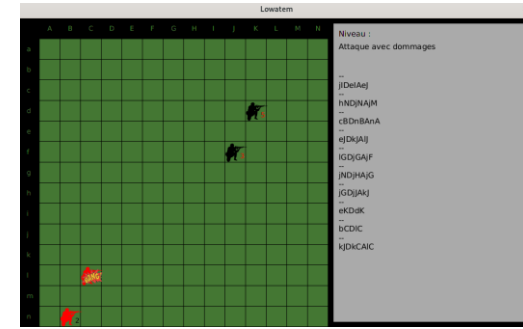
Coding the rules of a strategic board game, level by level

Create unit tests

### In pairs :

Development of 2 AIs for this game (different strategies)

## Final rendering



*Game graphics mode (undeveloped)*

## Lowatem

### Methodes and technologies



**NetBeans**



### Skills

