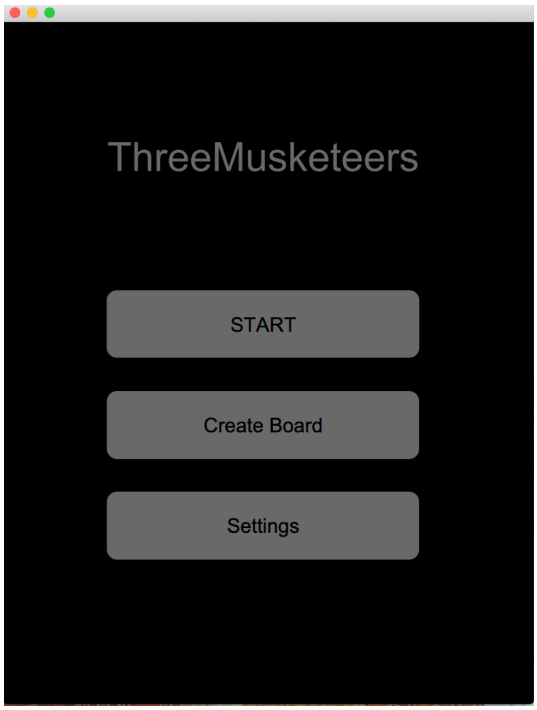
Gameplay:

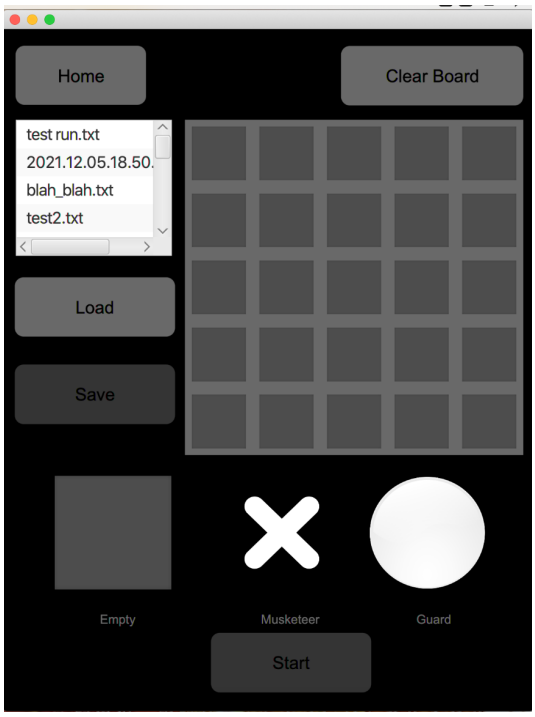
- Musketeers are the three pieces located at the top left corner, center and the bottom right corner
- Guards fill the rest of the 5*5 board
- Musketeers can eat guards, but they can only move one block at a time
- Guards' purpose is to line the three musketeers up, if they get lined up horizontally or vertically at any points during the game, they lose.
- Guards lose otherwise

Game interfaces:

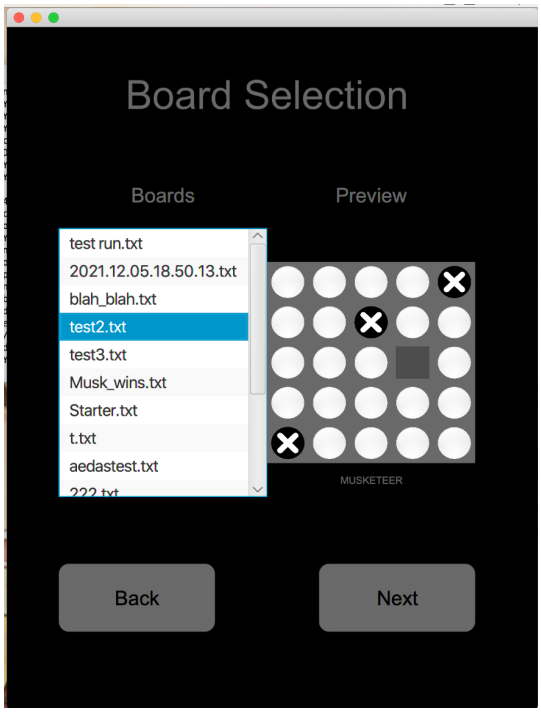
Home screen:



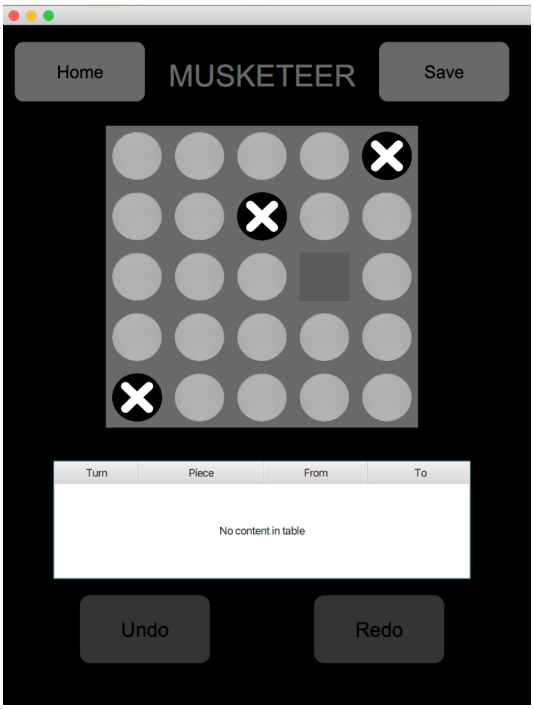
Board customization:



After you click start game, the system will ask you to choose a board from a collection of saved boards as your starting board:



Once you've selected your board, you're good to go! There are also three modes for you to choose from, Human vs Human, Human vs Random(computer) and Human vs AI (algorithm based robot). Here is how the game interface looks like:



How to run the game:

Once you have downloaded everything, open up src => a3App => Main.java to execute, in order to successfully see the game, you need to have javafx correctly set up as well.

Here is a video about how to set up javafx with eclipse:
https://www.youtube.com/watch?v=bC4XB6JAaoU