

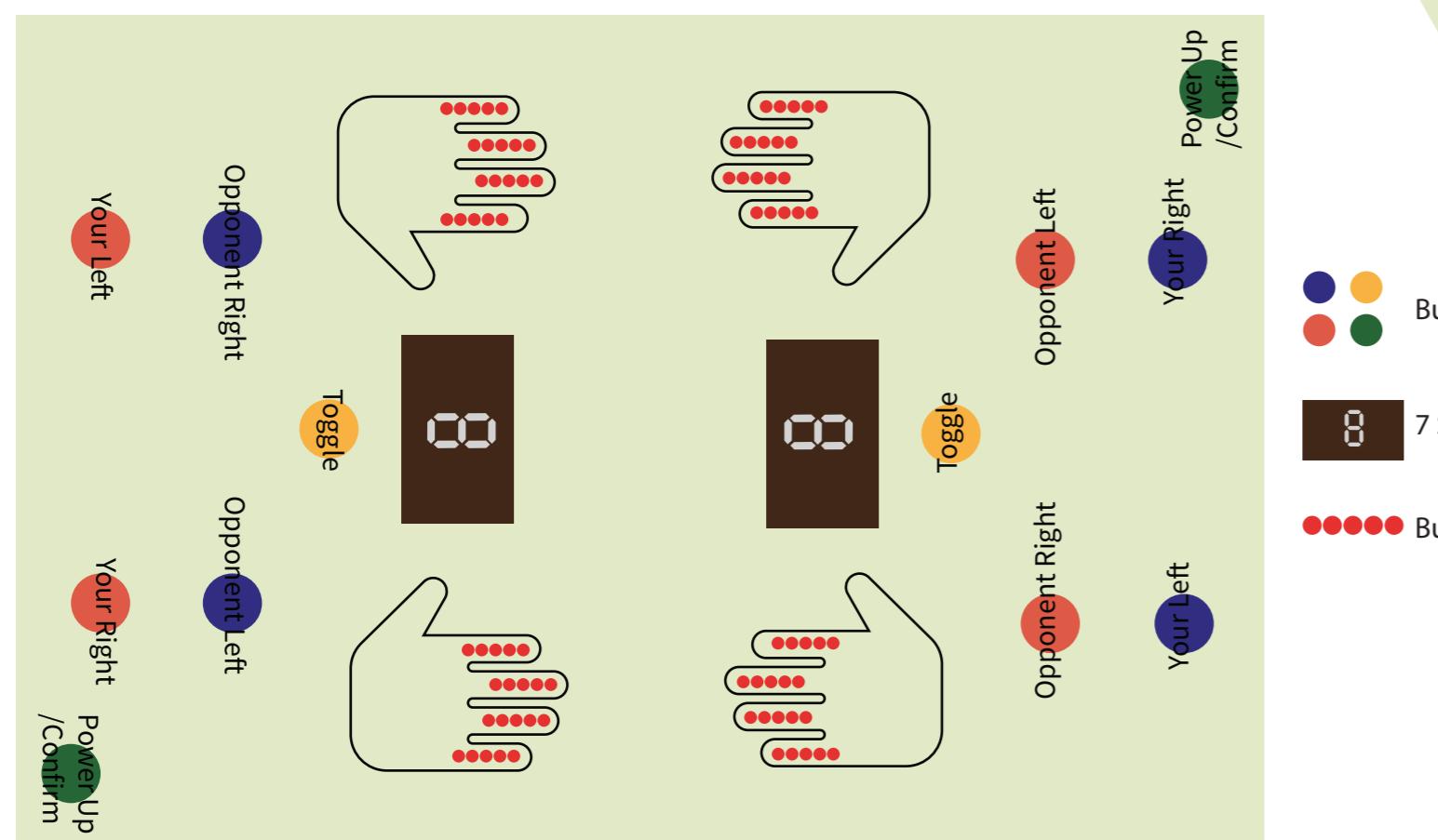
DIGSTICKS

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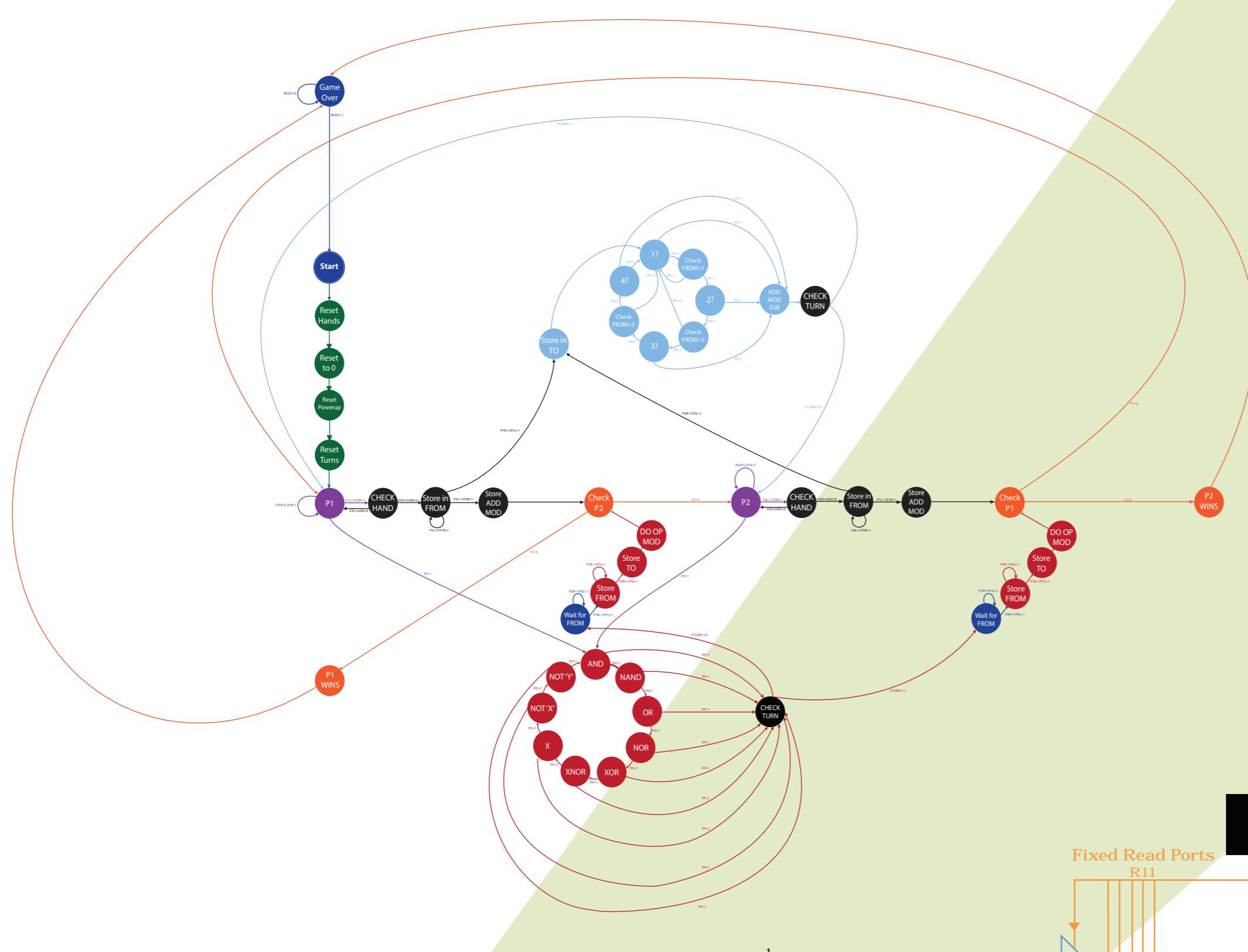
Background & Inspiration

Our idea was inspired by the traditional hand game, created by Bayan Ashoori, an ancient Persian philosopher. In our variation, this game is played on a game board and involves more strategy thinking between 2 players. Players can attack by using addition with modulo, or attack by using a variety of "powerup's" (and, nand, or, nor, xor, xnor, x, not 'x', not 'y'). Players can also revive by splitting.

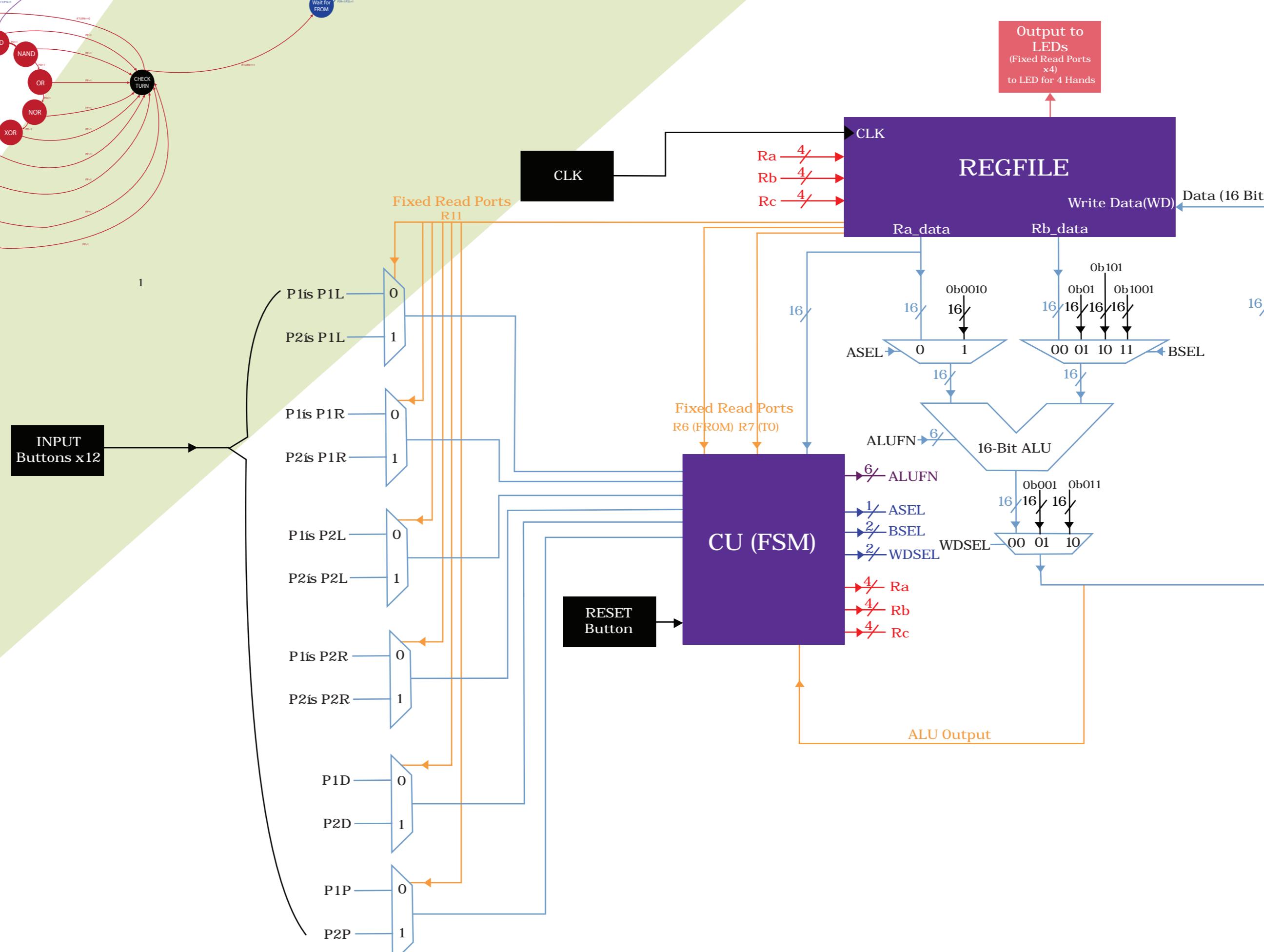
User Interface



State Diagram



Datapath



How To Play

1. Each player starts with 2 hands, each with 1 point.
2. During each turn, players can attack or split.
3. A player only gets 3 chances to attack using "powerup's".
4. The hand that reaches 5 points is killed, and goes back to 0 points.
5. The player is able to use the remaining points on his other hand to revive the killed hand.
6. The player to get both hands killed first loses.