

## Black Box Game by Joshua Luo (Python 3)

An object-oriented implementation of the Black Box board game.

- rules: [https://en.wikipedia.org/wiki/Black\\_Box\\_\(game\)](https://en.wikipedia.org/wiki/Black_Box_(game))
- online implementation: <http://www.pythononline.co.uk/blackbox/>

The board is initialized as an object with atom locations and tracks the game state. Rays are created as an object to be shot through the Black Box, and stores its entrance/exit locations.