**SPLENDOR PROJECT**

**Splendor’s official PDF:**

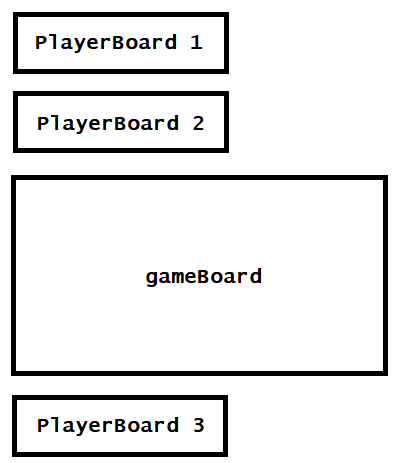
<https://cdn.1j1ju.com/medias/7f/91/ba-splendor-rulebook.pdf>

**Overview:**

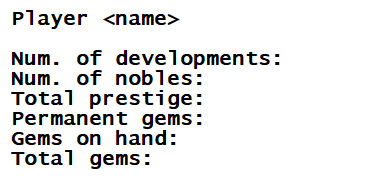
The goal is to first create a console based Splendor and then convert it into a java GUI game.

**Display ideas:**

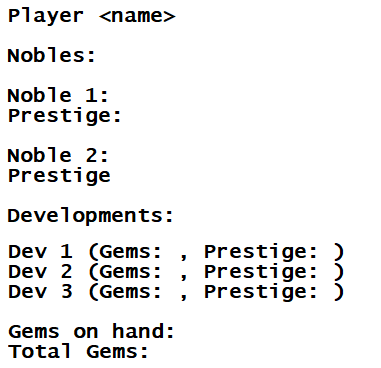
1. **Main**

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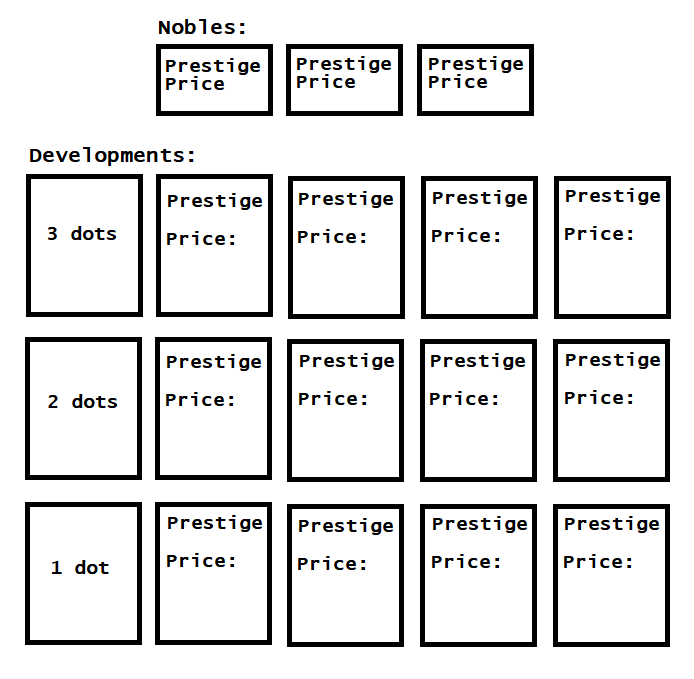
1. **PlayerBoard (opponent)**

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1. **PlayerBoard (personal)**

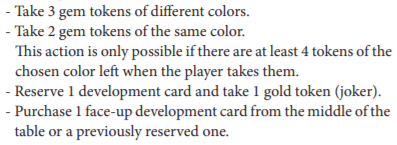
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1. **Game Board**

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**GAMEPLAY IDEA:**

As stated on the gameplay’s PDF, on each move, a player is able to:



The initial part of the project will be on making a command prompt gameplay with 2 different move options, >take, >purchase, and >reserve. For instance, if a player’s to take a

**OBJECTS**

1. **Player**