

Project Functionalities:

Title Page:

- Title
- Authors
- Game names and choices
 - User chooses between 2 games: Mapping and Factor Duel
- Instruction buttons for each game
- Exit Option
- After choosing the user enters the game respective to their choice

Mapping (Game 1):

- Game settings at the top with dropdown boxes, user customizes:
 - Grid size
 - Starting player (bot or person)
 - Difficulty level
 - Easy, medium, hard, evil
 - Start button to generate game
- Instruction label on the right side of the grid
- Once completing the game, the user can choose to either replay or exit
- Depending on outcome:
 - If win: A popup with a gif or image will appear
 - If lost: A popup with a different gif or image will appear
- Option to restart will be given on popup
- User will be prompted to press start again to re-generate game

Factor Duel (Game 2):

- Number changes colour once chosen by player
- Cannot click a number that is *not* a factor or a multiple
 - Depending on the level of difficulty, player gets eliminated or simply cannot press that number
- Once the number is chosen, cannot be selected again
- Player(s) can choose to play again if they wish
 - Doesn't have to Factor Duel (they will be redirected to the main page)
- Instructions will be visible to players at all times
- Depending on outcome:
 - If win: A popup with a gif or image will appear
 - If lost: A popup with a different gif or image will appear