**Arduino Game "NIM"**

The Nim is a game with 12 balls, If is your turn you can pick 1,2 or 3 balls and then your opponent plays. The winner is the one who takes the last one. So basically, this is a simple math game.

From Arduino project by Dzefri ([Arduino Game "NIM" : 17 Steps (with Pictures) - Instructables](https://www.instructables.com/Arduino-Game-NIM/))

There are some system limitation of the prototype that he made. One of it is the controllers are wired, the player can play it in short distance. Besides, it can be play by two players only. There also has no sensor when the ball goes down, so there will be problem for the system.

The improvement that I want purpose are make one wireless controller that have 3 LED indicator that can tell which player turn to play. One controller only because we can cut down the price, we can make more that one, but it will be expensive. Another than that, we should put sensor at the ball goes down, to know the correct number of ball that player choose.