We want to implement a digital Stratego game that can either be played two-player (hotseat style) or one-player (against an AI, preferably with alterable difficulty levels via Options) via a reasonably pleasant GUI. The game should follow the normal rules of Stratego, listed below:

* Win conditions
  + “Capture” opponents flag by moving any piece onto it
  + Opponent has no moves left/chooses to concede
* Board
  + 10x10 tiled square by default
  + Two 2x2 obstacles in the center
  + Can be altered via options somehow
* Setup
  + Each player places their 40 given pieces on their designated side of the board at the beginning of the game
  + Default pieces given may be changed via game rules in the options menu
    - Flag (1x)
    - Bomb (6x)
    - Spy (1x)
    - Scout (8x)
    - Miner (5x)
    - Sergeant (4x)
    - Lieutenant (4x)
    - Captain (4x)
    - Major (3x)
    - Colonel (2x)
    - General (1x)
  + Players cannot see enemy pieces at *any* point *except during an attack*
* Movement
  + Each player can move one piece per turn
  + Pieces cannot move upon obstacles and cannot jump over other pieces/move through friendly pieces
  + Moving onto an enemy piece results in an “attack”
  + Special cases
    - The Scout (the 9) can move over multiple empty spaces per turn
    - The bomb and the flag cannot move
* Attacking
  + Identities are revealed immediately
  + Weaker piece is removed from the board, stronger piece moved into the place formerly occupied by the weaker piece, a tie results in both pieces being removed
  + Special cases
    - Bombs win against anything but the Miner (the 8)
    - The spy loses against everything, except when *attacking* (not when defending) a General (the 1)

We want games to be able to be saved and loaded for convenience. As such, a simple menu should allow the user to quit, save, load, and change some simple options for aesthetics/AI difficulty and so on. The game should be able to be interfaced primarily with a mouse, with possible keyboard functionality implemented later.