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.

Week 9 Status Report:

In accordance with our original problem statement we have developed a working digital Stratego game. The game is interfaced mainly with the mouse but the keyboard can be used for placing pieces and opening menus. The game can be played with two players or against an AI with alterable difficulty. The game obeys all the standard rules of Stratego with the exception that victory is not yet officially recognized if it occurs because of a lack of valid moves or if the AI is the victor. The game also offers the ability to save during games and to load save-files from text files later. Preset layouts for pieces can also be loaded and saved.

Besides the previously mentioned unimplemented rules, the changes we plan to make for are a matter of improving the appearance and usability of the game along with adding some extra options to provide users with a greater variety of ways to play the game. We intend to add the following features for week 10:

* Adding sprites for the remaining pieces
* Fix issues with playing a game after completing one
* Add extra options for gameplay in the options menu
* Add a “kill feed” that shows which piece just killed which piece after a battle
* Add a campaign consisting of prebuilt levels