**שמות המגישים:**

1. דניאל בטר - מס' ת"ז 200427011.
2. ליאור אסולין - מס' ת"ז 304826753.

**This is a brief description of the game and the functionality available with it**

On the start menu of the game you will have two options:

1**. Load game** - load a previously played game .

**The files will be loaded from the "GameSaves" Folder.**

.2**New game** - start a new game.

In case you choose to play a new game, you will be prompted to enter the following to start the game:

a. **Game** **name** - will be used when the game is saved .

b. **board** **size** - board can be one of the following: 5x5, 6x6, 7x7 or 8x8 .

c. **number** **of** **players** - their type (computer or human player) and their names (no two   
 same names are allowed .

d. **number** **of** **board movement elements** - we optimized the number according to   
 the different board size, there could be 4,5 or 6 bme's of the same type, so overall   
 between 8-12 bme's on board according to the size

e. **number of soldiers needed to win** .

In the beginning of each turn, the current player will be displayed with **the cube's value**, that value is the number of steps he is allowed to take.

The player will have to pick one of his **soldiers**, and that soldier will be the one who moves on that turn.

Note: The steps cannot be divided between different soldiers, once on his turn, the player   
 will be displayed with his current soldier's information - their ID and the board slot   
 they are currently on.

If during the initialization phase, a computer player was picked, on his turn the computer will play and the board after the computer's movement will be displayed to all human players .

On each turn, the human player could pick one of the following:

a. Pick a soldier ID (between 1-4) - order him to move on this turn.

b. **Save** - save the current game (under this mode, the player will be presented with two   
 options, Save or Save as.  
 **The files will be saved under "GameSaves" Folder**

c. **Quit** - retire from this game and all others. A player that quits will no longer be able to   
 participate in upcoming games.

d. **Shutdown** - Close the program.