Josh Gayso, Austin May, Noah Miller

Stratego

**Problem Statement**

Create the board game Stratego using the Java Programming Language and follow the principles of test driven development. The game will begin with two setup boards displaying for player one and two to place their pieces. Once both players have placed all of their pieces, the game board will be displayed for each player so that the board has the player’s pieces closest to them. Each player will have one flag, six bombs, one spy, eight scouts, five miners, four sergeants, four lieutenants, four captains, three majors, two colonels, one general, and one marshall. The game will be won when a player captures the flag of their opponent. As listed, each player will have forty pieces for their army with each piece representing a specific rank and make up the officers and the soldiers of the player’s army. Bombs are also included to protect you flag. A player can move pieces one square per turn vertically or horizontally, with the exception of the scout being able to move multiple empty squares per turn. No piece is allowed to move over another piece. When moving a piece onto an opponent occupied square, the identities of the pieces will be revealed, the lower ranking piece will then be removed from the board, and the stronger piece will take the place of the weaker. The only exception is the spy can attack and win against the marshall. In the instance of both pieces being the same ranked, both will be removed from the board. A player must always attack when the square being moved to is occupied by the opponent. When a piece is moved to the place of a bomb, the piece is removed unless the piece is a miner in which the miner can remove the bomb by diffusing it. Bomb and flag pieces may not be moved after being initially placed. The player can capture their opponent’s flag using any movable piece. The board itself consists of ten by ten squares and two obstacles, each two by two squares, where pieces cannot be moved to.