

1. finishing the game with the winner.  
(Fuuad)

2. a. setting up a game( hard and easy),  
whoever will be doing this need to see  
where hard and easy implies to  
( Computer player or human player).  
(Fuuad)

b. As soon as the player clicks on the  
close window, another warning  
window will allow the player to confirm  
if they really want to close the game.  
(Fuuad).

3. Computer Ai player will work according  
to the selected game difficulty.

1. Easy - computer player would make  
random moves and random selection.

2. Hard - Computer players will play the  
game tactically, where they will have a lot  
of options(**Sharier**) to choose from rather  
than randomly selecting.

4. Load and save( if not both, implement  
at least one). (**Fatiha**)

**5. No medical term can be used, and so on....( Maha discuss with Fuaad )**

**In our setup game class, we will have to fix the player cone colors according to color blind and everything....( Maha and Fuaad)**

**Documentation - ( Start 29th )**

Document: future networking for the game	Fuaad Islam, Maha Khan, Ziad Hamama
Document: Pattern use in game	Md Golam Sharier, Fuaad Islam, Fatiha Islam