

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 Fuuad)

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

Documentation - (Start 29th)

Both of the documentation are to be done by **Ziad**