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COMPSCI-1

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### Project 2

**Psuedocode:**

**Define needed variables:**

1. **Tims, tims taken, mode, movement:**
   1. **Tims is the number of Tims or stones.**
   2. **Tims taken is self explanetory**
   3. **Mode is a switch for easy or hard mode**
   4. **Movement tracks whos turn**

**Define needed sections of code:**

1. **Beautification functions for formatting output**
2. **Turn control functions**
   1. **Player move**
      1. **Input errorCheck**
   2. **Comp Move**
      1. **CompMoveEasy Logic**
      2. **CompMoveHardLogic**
3. **Easy mode and Hard Mode Turn Control**
4. **Game Initializaation**
   1. **Intro**
   2. **Mode Selection**
   3. **Turn Control Based of Mode Selection**
5. **Ending**