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 * CSCI 306 Section B Colorado School of Mines
 * C26A Clue Game - Finishing Clue (Clue Pair)
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Clue Game

1. Developed a clue game using **Java**, following the SOLID Principles of Object-Oriented design and utilized the Unified Modeling Language (UML) to clarify and display the software design.

2. Used AWT and Swing libraries to create the game UI, displaying the board states and receiving user input.

3. Utilized a complex recursive method to find all targets dynamically and constructed the game path.

4. Implemented a greedy-based playing strategy for the five computer players to play against the human player.

5. Utilized JUnit and followed Agile Development and Test-driven Development in the software lifecycle.

Java runtime environment：

1. Microsoft VS Code

2. Java Development Kit (JDK)

3. Test Runner for Java