

Requirements

- ☒ A game consists of two players and a pile of game pieces.
- ☒ Players provide their names.
- ☒ The pile size should be random, between 10 and 50 pieces, inclusive.
- ☒ The first player to play is chosen at random.
- ☒ Players take turns removing pieces from the pile. Players must take at least one piece but no more than half the size of the pile. The last player to take a piece loses.
- ☒ Announce winners and scores.

The Game of Nim Milestones Chart		
Milestones	Estimated Time to Develop	Actual Time to Develop
Logic.java	55	72

Random peices	25	31
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