

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 pieces

25

31

