

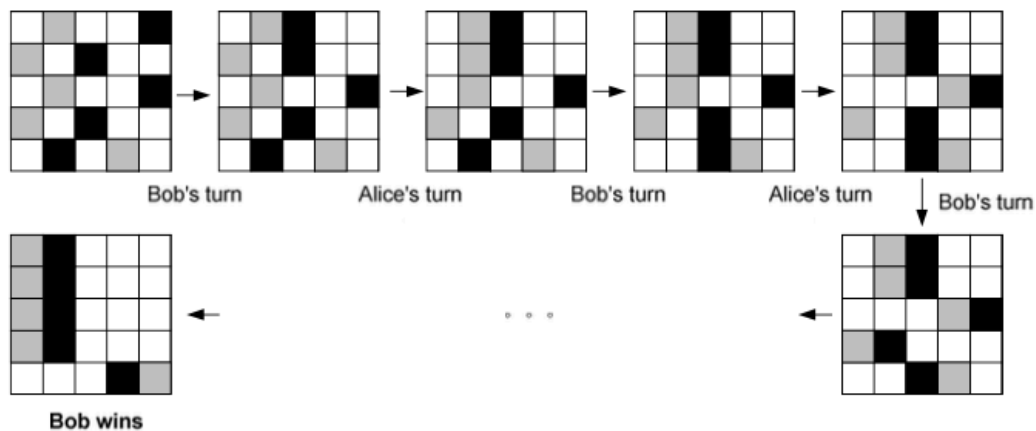
A Cornering Game

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Game Rules

Alice and Bob are the two players of the game. They are presented with a checkerboard consisting of $m \times m$ squares. Initially, each row is occupied with one checker from each player. At either turn, a checker can be moved to an unoccupied square to the left or right of the current square without jumping over the other player's checker (i.e., moving horizontally). Whoever cannot move his checkers further will be declared as the loser and the other as the winner.

For example, Alice uses grey checkers and Bob black checkers on a 5×5 checkerboard. Bob starts first.



Game Features

Allow human vs computer (AI)

How to play

Require Python 2.7

Two files: CorneringGame.py, CorneringGameLib.py

Put them in the same folder and run `CorneringGame.py` to play game