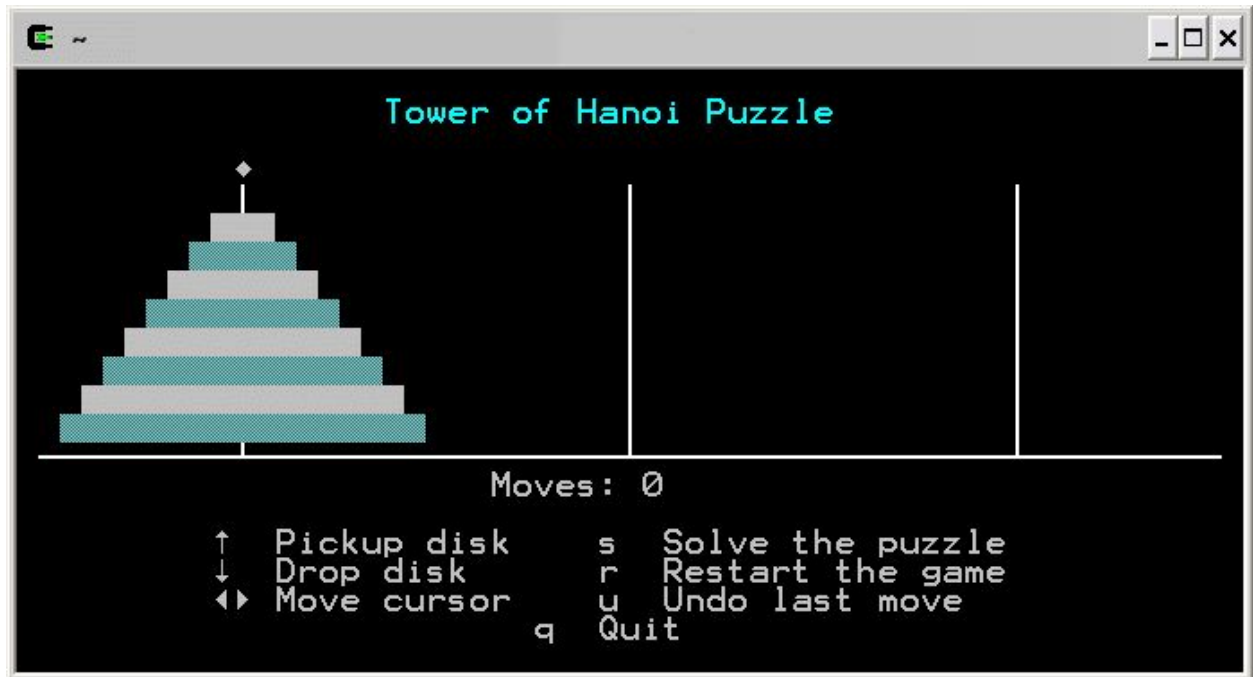


Tower of Hanoi



Objective:

TRY TO MAKE A GAME THAT FOLLOWS AS THE ACTUAL GAME FOR
HANOI TOWER

To-do List

1. Learn how to code in Python in relation to pygame
2. Setup basic code to setup physical objects onto the screen with an in-game tab and Also Draw in-game objects to be used as physical objects

3. Try to establish animation to the objects like as a x and y plain with vertical shifts.
4. Implement mathematical models for AI to solve automatically if asked for by user (maybe)
5. Implement a mathematical model that calculates the minimum number of moves and a move counter for the user.
6. Reset button & Score
7. Update/Work in Github