# Tower Of Hanoi Proposal

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**Team Name:**

Team Simon

**Project Name:**

Tower of Hanoi

**POA:**

**Deliverable 1:**

Be able to move discs around

**Deliverable 2:**

Implement rules to moving discs around

**Deliverable 3:**

User interface (drawing output): Text based using ASCII block to represent discs. Redraw using  clear screen. Different discs in different colors, potentially using simple animation to move block/characters across terminal screen.

**Deliverable 4:**

Assemble + Debug

**Roles and Responsibilities:**

**Deliverable 1:**

**Jared:** Creating disc stacks

**Eric:** Moving discs in general

**An:** Utilizing user input

**Matt:** Taking user input + validating

**Deliverable 2:**
    **Jared:** Moving from empty tower w/ Eric

    **Eric:** w/ Jared

    **An:** Moving incorrect disc sizes w/ Matt

    **Matt:** w/ An

**Deliverable 3:**
    **All:** Drawing
        - Drawing stacks
        - Color
        - Clearing screen
        - Output text
        - Finishing touches

**Deliverable 4:**
    **All:** Debugging and final touches