EC327 Project Peg Solitaire Game

**Team Name**: Emotional Damage

**Team Member:** Yuhan Li, Yuke Li & Chengze Zheng

**Team Mentor**: Farbin Fayza

**Objective:**

The project aims to make a peg solitaire game (sole chess) application using C++ and esayX. Peg Solitaire is a single-player board game involving moving pegs on the board; holes are formed when pegs are removed. To remove a peg, players need to jump the current peg over a neighboring peg into an empty hole. The game will terminate when no valid move can be made and display the number of pegs left. Fewer the pegs remaining on the board, the higher the score the player will receive. The player could choose different types of boards to play.

**Team Roles:**

Project Lead: Yuhan Li

Specification Lead: Chengze Zheng

Interface Lead: Yuhan Li

Technical Lead: Yuke Li

Documentation Lead: Yuke Li, Chengze Zheng

**Team Contribution**:

For Game logic writeup, Yuhan Li contributed to writing the visualization in console, Yuke Li contributed to writing the Model class and Peg class, Chengze Zheng contributed to writing main.cpp. For UI interface, Yuhan Li contributed to UI visualization, Yuke Li and Chengze Zheng contributed to mouse click registration. All members worked together on debugging and documentations.

**Statement of Work:**

All members agreed to work diligently and attend all meetings and complete the project as a group.