



Specifications

Project divided in two parts:

- 1- Implement the rules of a board game given in levels. Each level unlocks new rules to implement.
- 2- Code in pairs an AI playing the implemented game.

Used tools

- Java
- Git
- IDE Netbeans

Acquired skills

- Work in pairs
- Utilisation of Git
- Introduction to Object-Oriented Programming
- Develop a game strategy
- Learn the basics of IA