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Title: Strategy Game Arcade

Description: Our program will have several strategy style arcade games including chess, checkers, tic-tac-toe, and connect four. One and two player gameplay will be possible and an AI built to defend against a loss (vice work for a win) will be implemented. A GUI will be built which the user can interact with using a mouse.

Platform/Environment: Java desktop application

Programming Languages:

Language	Coy	Dell'Anno	Lambrocco
Java	Expert	Expert	Beginner

Functionality:
- Single and dual player gameplay
- User chooses a single game to play at a time
- Player scores and stats available for each instance of the application
- Defensive AI player for single player mode
- Tournament style game play
- Mouse as user input device
- Levels of difficulty with each game
- Illegal moves by player not allowed

Stretch Functionality:
- Levels of difficulty of AI player (offensive vice defensive play)
- Dots and Boxes game
- Towers of Hanoi game
- Mobile application (super stretch)