

REQUIREMENTS

- Make a game that uses a 2D array to build a grid of two digit numbers, the first digit indicating location along a column and the second indicating location along a row. Two players alternate turns selecting an entry. The selected entry is wiped out. If the selected row # is less than 5, wipe out everything to the left of that number. If the selected column # is less than 5, wipe out everything above it. Do the opposite for each # if it is 5 or greater. The player to wipe out the last entry loses.

DESIGN

-Title Screen & start playing theme song

<Start the main loop>

-Ask player whether they want to play with the computer or a friend or read the rules → reading the rules just prints out lines and then prompts for another choice afterwards

-Prompt player for board size (row & column length limit at 9, ignore the zeroth row & column)

-Build board

<loop for turns, two different method for playing VS friend or AI>

-Alternate turns and indicate who's turn it is & display the board for each turn. Player zero always goes first.

-Process player input from a scanner → let the player select an entry and validate their input OR let the computer choose a move instead if the user is playing against the computer (computer choose a move that clears the most tiles and does not result in an immediate loss → if all choices are losing, just chose a random possible move)

-Stop once a player has lost/cleared the last entry

<end of loop for turns>

-Prompt the user again to play & break the loop if they don't want to play again

<end of mainloop>

-Say goodbye to the user