**Game designs: StickGame**

The game built with C# languages

The goal of the game is to take out the stick(s) until the opponent has only one stick left. In each turn, each player can take any number of sticks on a certain row based on a maximum number of stick on that row. The player who has only one stick left in their turn will automatically lose.

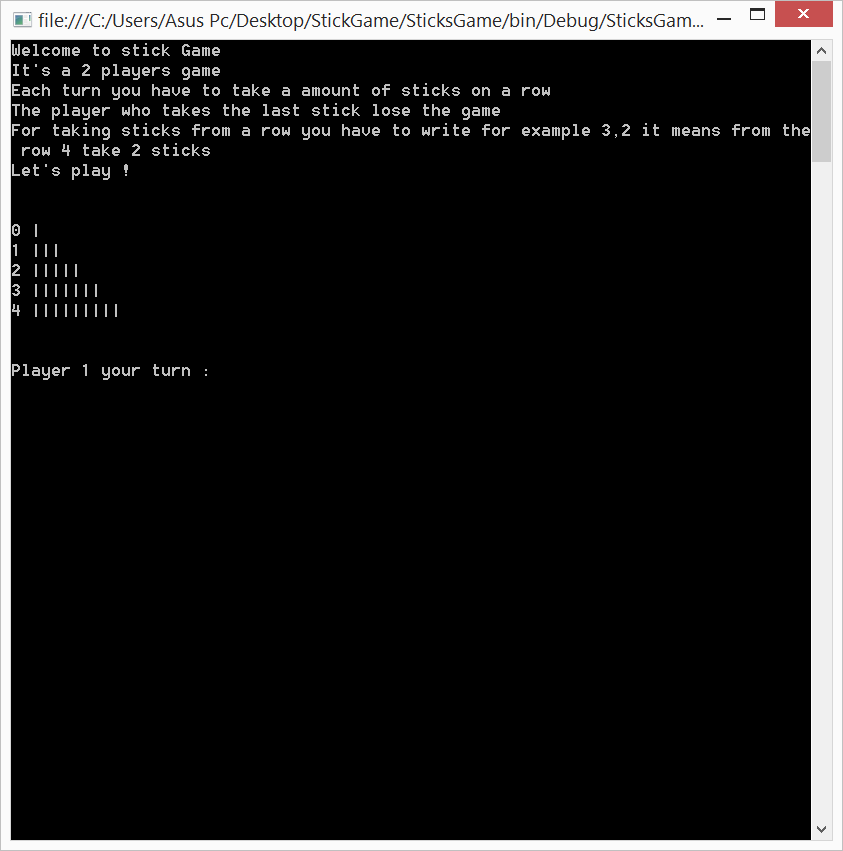


Figure 1: Game started with the instructions and player 1 is ready to play

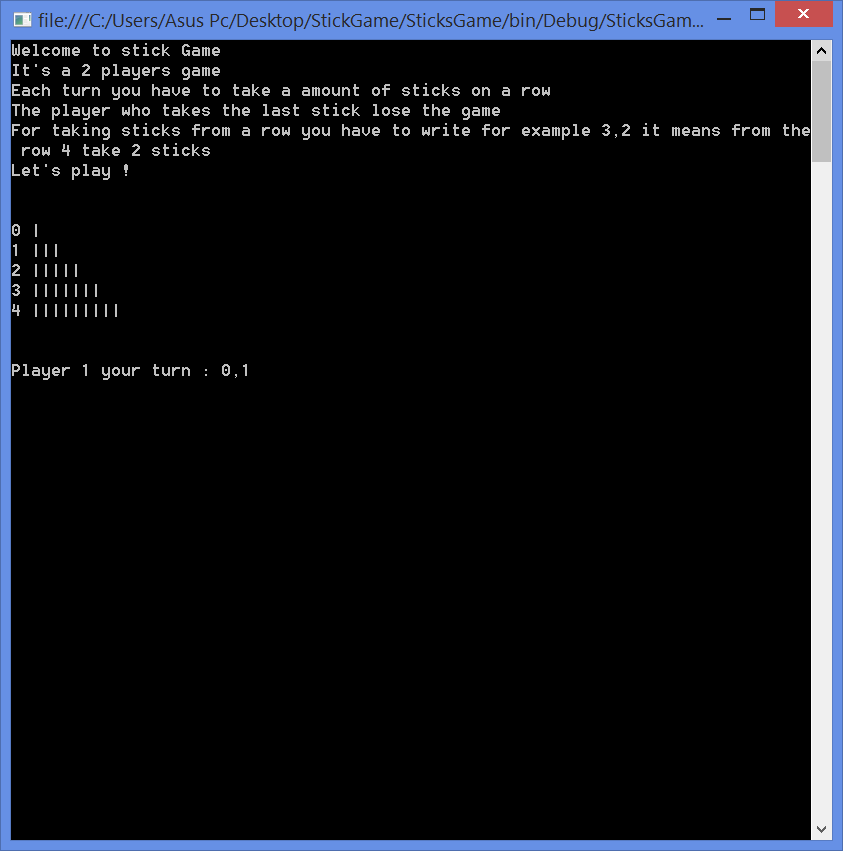


Figure 2: Player 1 chose 0,1 that means they took 1 stick form the first row

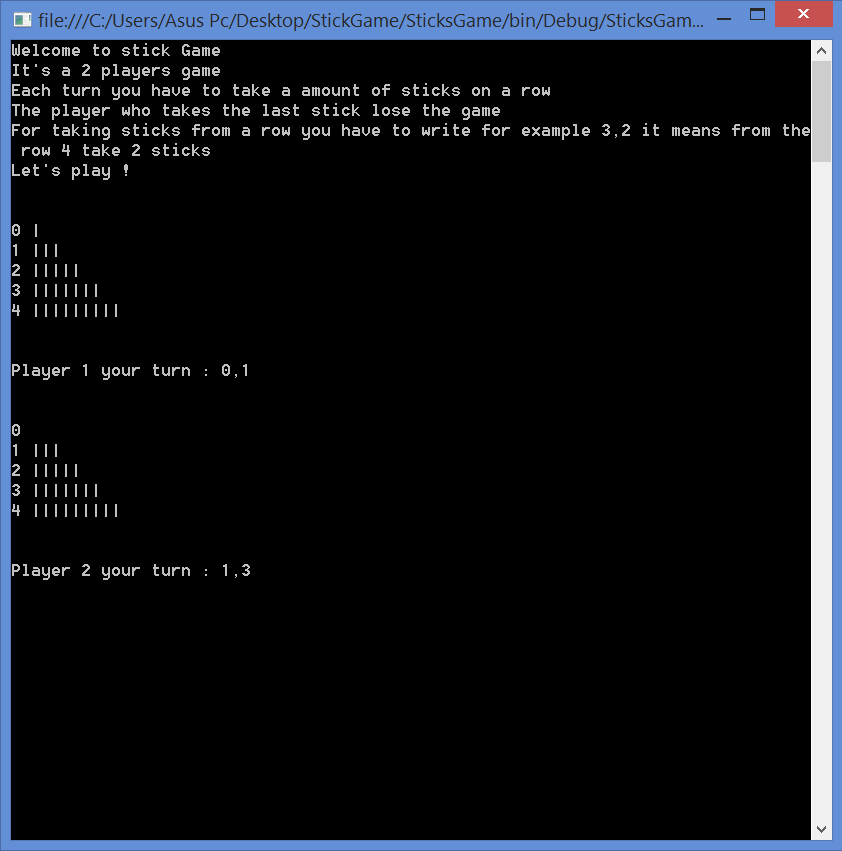


Figure 3: Player 2 chose 1,3 that means they picked 3 sticks from the second row

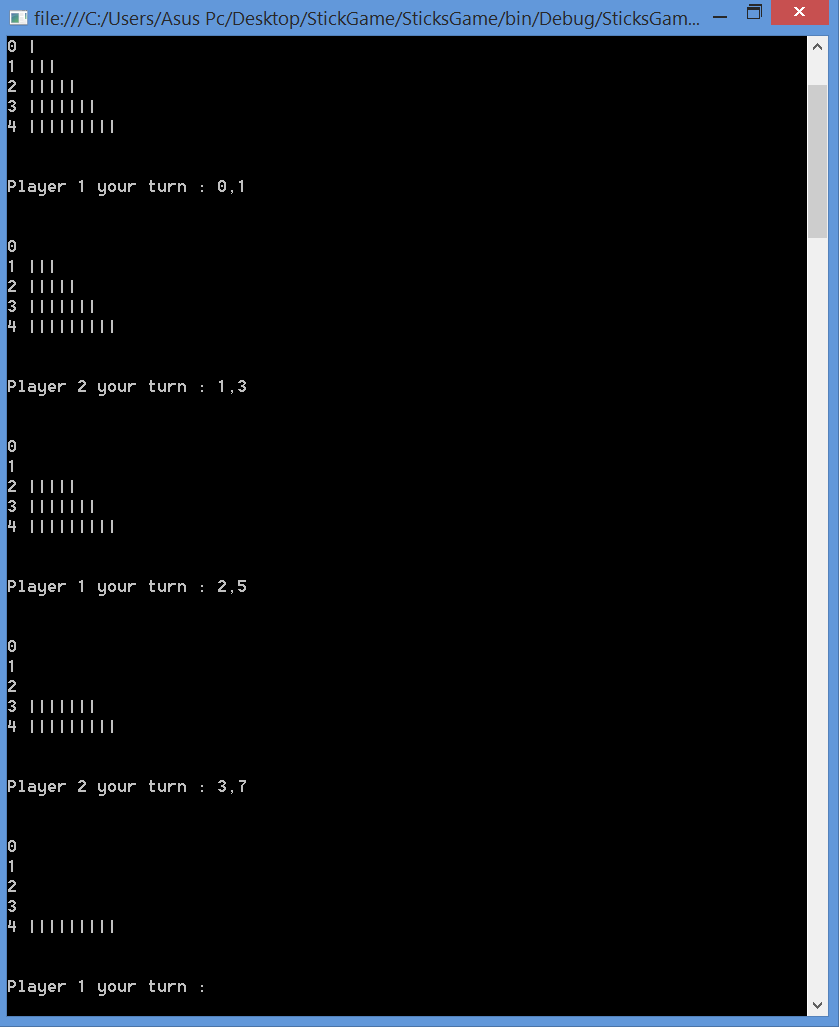


Figure 4: Player 1 has a chance to either all sticks or leave the last stick in the fifth row

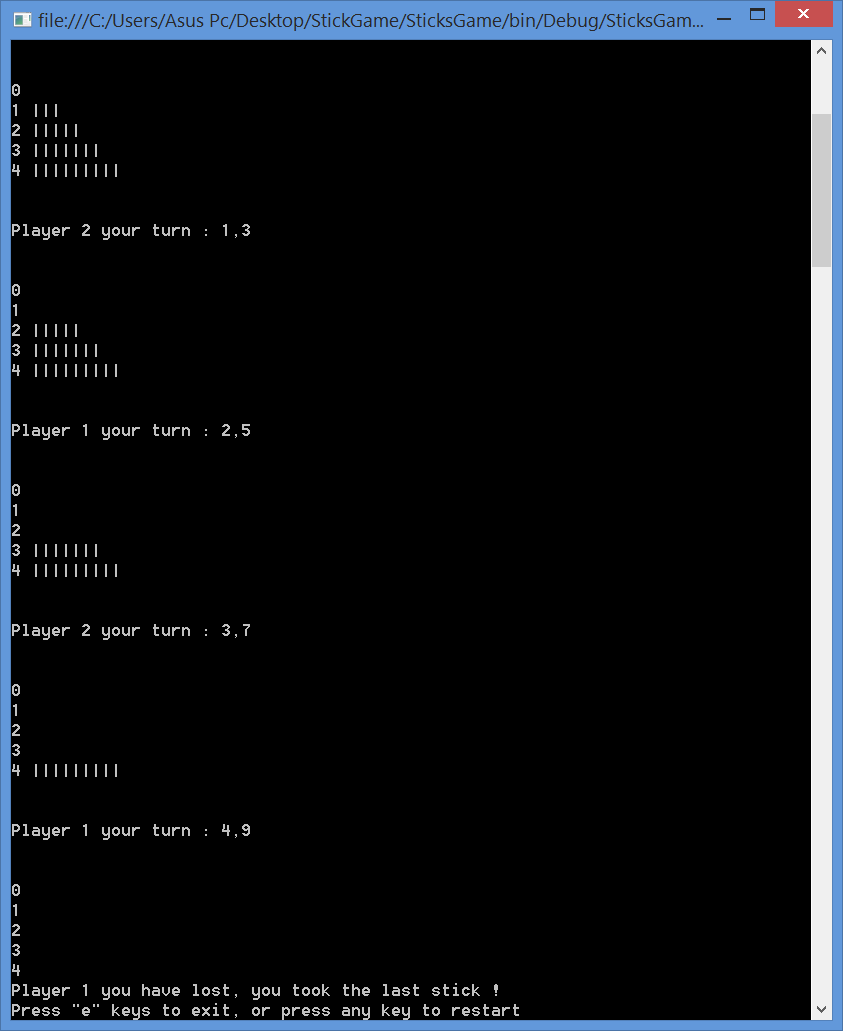


Figure 5: If player 1 chose all sticks, he will automatically lose the game according to the rule

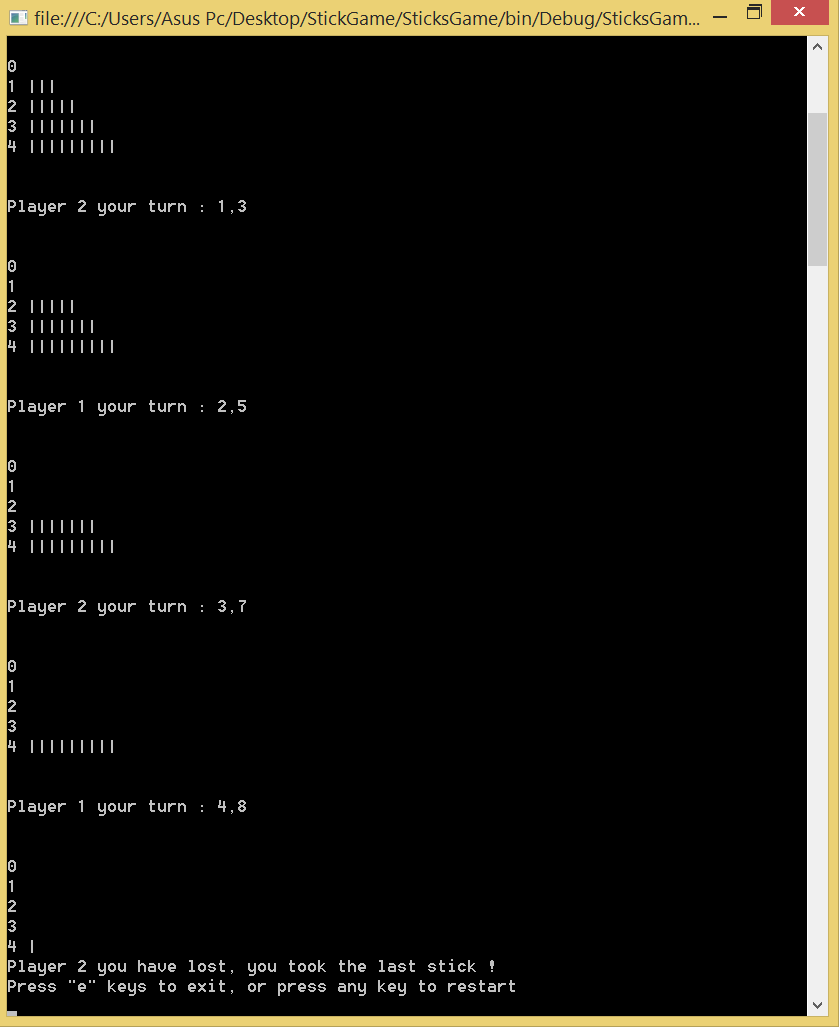


Figure 6: If player 1 leaves the last stick, player 2 will lose automatically according to the rule