Assignment 02 [Submission & Viva in Lab]

NIM Game

See Guidelines before start

Note1: Cheating will be severely punished to both cheater and cheater’s friend, therefore, to save your skin don’t help or even discuss with class fellow about this assignment.

Note2: If you attempt this assignment on Monday you may discuss with me on Tuesday, no other source is allowed.

Basic Task:

NIM is a 2 player game. There are number of marbles. Each player has to pick some marbles in turn. As per rule each player can pick minimum 1 and maximum half of the remaining piles. The player who will take the last turn will lose the game. Each game may have different number of marbles at start. You can select any number of marbles 20 to 50. The game is pretty simple to implement (not to play), design an interface something similar to one shown but different from this:

Welcome to NIM Game
Press any key to start new game or Q to Quit
Number of marbles: 25
Each player will select 1 to half of the remaining marbles in turn.

Player 1: 10
Remaining marbles: 15

Player 2: 6
Remaining marbles: 9
...
Remaining marbles: 0

Player 2 won.
Press any key to start new game or Q to Quit

Guidelines:

Resource Person: Abdul Mateen

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Guidelines:

Resource Person: Abdul Mateen
- Design interface at later stage
- In first stage just run a 2 player single game with fixed number of marbles to start with and take input in turn by player 1 than player 2 till end of marbles
- In second stage generate number of marbles randomly and apply checks on input from user between 1 and half of remaining marbles
- In third stage make a loop with play again option

**Advance Tasks**

Advance tasks carry additional marks to be compensated anywhere throughout the course, for advance tasks only those students are eligible who will email to me initial task till 12 pm of 13\textsuperscript{th} December.

- In advance task 1 having 50% additional marks of actual assignment is to replace 1 player with computer player, where computer player may randomly choose any number between 1 to half of remaining marbles
- In advance task 2 device some intelligence for computer player to choose marbles in order to win the game, after all games have winning motivation besides enjoyment and other benefits

------------------------------------------ BEST of LUCK ------------------------------------------