



MakeMove (Position) : bool
 TryMove (Position, MoveInfo) : bool

+ CheckPlayer (Player) : Disc
 + Check Disc (Disc) : Player
+ Get Disc (Disc) : Disc [,] *optional*
 + Get Current Player() : Player
 + Get Current Turn() : Colour / Disc
 + Change Turn (Disc) : bool
 + Change Turn (Player) : bool
 + Next Turn () : Player
 Disc