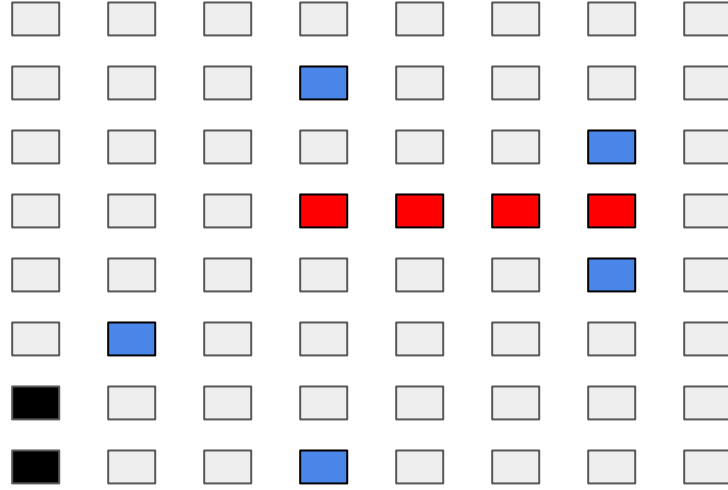My Board

Enemy Board

My Board

Enemy Board

```
var grid: [ [ UIButton ] ] = [ ]
var tmp: [ UIButton ] = [ A1, A2, A3, A4, A5, A6, A7, A8 ]
grid.append(tmp)
// Repeat 8 times.

…
// Only need to set constraints once. It's the same
board, only the button attributes change.
// Can't interact with My Board, only Enemy Board
when it's your turn.
```