Classes:

* Model, View, Controller, Pit, Player, MancalaBoard(?)

Model

* Calculates # of stones per pit
* Calculates # of stones per mancala
* Undo method

View

* Have reference of model
* Updates GUI based on model reference
* Add listeners from controller to update view

Controller

* Have reference of model and view
* Contains listeners that update view and model depending on user input

Pit

Player