

Counter Position		Gameboard
<ul style="list-style-type: none"> Find Intersection Points Check Counter position is valid Update Gameboard with Counter placements 		<ul style="list-style-type: none"> Game Logic

Game Logic		Gameboard
<ul style="list-style-type: none"> Decide which of the two players is white and black Implement a mouse listener and recognize when the mouse has been clicked and released Controls player turn Recognise End game 		<ul style="list-style-type: none"> User End Game

Stone Capture		Game Board
<ul style="list-style-type: none"> Check if all of its liberties are occupied by the opposite color Remove counters from the game if a capture has happened Check the amount of liberties a stone has for the individual and grouped case 		<ul style="list-style-type: none"> Counter position

Rules		Gameboard
<ul style="list-style-type: none"> Maintain game rules 		<ul style="list-style-type: none"> Counter position Stone capture

Game Board		Rules,Game Logic,Stone Capture,Counter Pos
<ul style="list-style-type: none"> Board Size Tracks position array 		<ul style="list-style-type: none"> BoardGUI GameGUI