

Counter Position		Game GUI
<ul style="list-style-type: none"> To find the intersection points on the board for the counters to be placed Check if the counter is placed correctly 		<ul style="list-style-type: none"> Game Controller

Game logic		Game GUI
<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 		<ul style="list-style-type: none"> User Game Controller Black Counter Control

Stone Capture		Game GUI
<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"> Game Controller Counter position

Ko		Game GUI
<ul style="list-style-type: none"> To stop repetitive moves that would cause the game to enter a lock state 		<ul style="list-style-type: none"> Counter position Stone capture