

Game GUI	
Counter Position	
<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 • Check the amount of liberties a stone has for the individual and grouped case 	<ul style="list-style-type: none"> • Game Controller
<div style="display: flex; align-items: center;"> <div style="border: 1px solid #ccc; padding: 2px 5px; margin-right: 5px;">Edit card #1</div> <div style="border: 1px solid #ccc; padding: 2px 5px; margin-right: 5px;">×</div> <div style="border: 1px solid #ccc; padding: 2px 5px;">↓</div> </div>	

Game GUI	
White Counter Control	
<ul style="list-style-type: none"> • Use mouse to make a move 	<ul style="list-style-type: none"> • Game Controller
<div style="display: flex; align-items: center;"> <div style="border: 1px solid #ccc; padding: 2px 5px; margin-right: 5px;">Edit card #2</div> <div style="border: 1px solid #ccc; padding: 2px 5px; margin-right: 5px;">×</div> <div style="border: 1px solid #ccc; padding: 2px 5px; margin-right: 5px;">↑</div> <div style="border: 1px solid #ccc; padding: 2px 5px;">↓</div> </div>	

Game GUI	
Black Counter Control	
<ul style="list-style-type: none"> • Use the keyboard to make a move 	<ul style="list-style-type: none"> • Game Controller
<div style="display: flex; align-items: center;"> <div style="border: 1px solid #ccc; padding: 2px 5px; margin-right: 5px;">Edit card #3</div> <div style="border: 1px solid #ccc; padding: 2px 5px; margin-right: 5px;">×</div> <div style="border: 1px solid #ccc; padding: 2px 5px; margin-right: 5px;">↑</div> <div style="border: 1px solid #ccc; padding: 2px 5px;">↓</div> </div>	

Game GUI	
First Player	
<ul style="list-style-type: none"> • Decide which of the two players is white and black 	<ul style="list-style-type: none"> • User • White Counter Control • Black Counter Control
<div style="display: flex; align-items: center;"> <div style="border: 1px solid #ccc; padding: 2px 5px; margin-right: 5px;">Edit card #4</div> <div style="border: 1px solid #ccc; padding: 2px 5px; margin-right: 5px;">×</div> <div style="border: 1px solid #ccc; padding: 2px 5px; margin-right: 5px;">↑</div> <div style="border: 1px solid #ccc; padding: 2px 5px;">↓</div> </div>	

Game GUI	
Stone Capture	
<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 	<ul style="list-style-type: none"> • Game Controller • Counter position
<div style="display: flex; align-items: center;"> <div style="border: 1px solid #ccc; padding: 2px 5px; margin-right: 5px;">Edit card #5</div> <div style="border: 1px solid #ccc; padding: 2px 5px; margin-right: 5px;">×</div> <div style="border: 1px solid #ccc; padding: 2px 5px; margin-right: 5px;">↑</div> <div style="border: 1px solid #ccc; padding: 2px 5px;">↓</div> </div>	

Game GUI	
Ko	
<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
<div style="display: flex; align-items: center;"> <div style="border: 1px solid #ccc; padding: 2px 5px; margin-right: 5px;">Edit card #6</div> <div style="border: 1px solid #ccc; padding: 2px 5px; margin-right: 5px;">×</div> <div style="border: 1px solid #ccc; padding: 2px 5px;">↑</div> </div>	