Game GUI

Counter Position

- To find the intersection points on the board for the counters to be placed
- Check if the counter is placed correctly

- Game Controller
- Board GUI

Game GUI

Game logic

- Decide which of the two players is white and black
- Implement a mouse listener and recognize when the mouse has been clicked and released

- User
- Game Controller

Game GUI

Stone Capture

- 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

- Game Controller
- Counter position
- Board GUI

Game GUI

Rules

- Enforce Ko.To stop repetitive moves that would cause the game to enter a lock state
- Asses sacrificing pieces

- Counter position
- Stone capture