

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

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

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

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

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