

Counter Position		Gameboard
<ul style="list-style-type: none">Find Intersection PointsCheck Counter position is validUpdate 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 blackImplement a mouse listener and recognize when the mouse has been clicked and releasedControls player turnRecognise End gameMonitor player passes		<ul style="list-style-type: none">UserEnd Game

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

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

Game Board		Rules,Game Logic,Stone Capture,Counter Pos
<ul style="list-style-type: none">Board SizeRecognise playersInitialise the game		<ul style="list-style-type: none">BoardGUIAdminUser