**Class Doc**

**Game:**

Properties:

* Rows: Gets the amount of rows the board currently has
* CurrentRow: Gets the row the player is currently taking pieces from
* CurrentTurn: Represents the current player who is going with an int
* Players: An array that holds two instances of type Player
* Board: an instance of type Board

Methods:

* ComputerMove(): This method will be called everytime the computer wishes to move.

**Board:**

Properties:

* TotalPieces: Gets the total pieces left on the board
* Board: A 2D array of type int that represents the board.

Methods:

* TakeAwayPiece(int Row, int Col): This method takes in two parameters, the first one being the row and the second one being the column. This method will take this info, go to the specifie index and change the 1 to a 0.

**Player:**

Properties:

* Name: gets the name of the player

**HumanPlayer:**

Properties:

* Name: Gets the name of the player.

**ComputerPlayer:**

Properties:

* Name: Get the name of the player

**MainWindow:**

Properties:

* Game: This is an instance of type game that holds all of the information for that game.

Methods:

* MakeGameBoard(): This method makes generates rectangles that based on the length of both dimensions in the game.board[][]. This will also give the rectangles a method for clicking the left mouse button.
* RulesButton: sends the game to the Start Menu.
* PVCButton\_Click(object sender, RoutedEventArgs e): This method makes the players that are appropriate to the Player vs CPU game mode.
* PVPButton\_Click(object sender, RoutedEventArgs e): This method makes the players that are appropriate to the Player vs Player game mode.
* EasyButton\_Click(object sender, RoutedEventArgs e): will set the appropriate board size for the easy game mode.
* MediumButton\_Click(object sender, RoutedEventArgs e): will set the appropriate board size for the Medium game mode.
* HardButton\_Click(object sender, RoutedEventArgs e): will set the appropriate board size for the hard game mode.
* PlayerMove(object sender, MouseButtonEventArgs e): This is will be the method that makes the player move.