**Game class:**

* Added Bool called win

**Piece class: This class is entirely new to the design**

* Only here to fill in the collection for the Board class

**Board Class:**

* BoardState changed from a 2d array to a 2d ObservableCollection
* This made it easier to display the pieces and made game logic in general easier

**MainWindow.xmal.cs:**

* Yes and No buttons for a the game over menu. These will be here for if the user wants to play again or exit.
* TakeButton\_Click took place of HumanPlayerMove. The user will enter in what they want to take away, rather then click individual pieces.
* The Buttons that end in NameEnterButton are used for when the user(s) enter in their names
* Added a bool called “won”. This is used to indicate if someone has won the game.
* We also added a control panel for the humans to use to make their moves.