1. Draw an 8x8 gameboard with green background/black lines

2. Indicate the current player above the board

3. Implement Reversi game play

4. Check after each move if the game is over, declare winner

* + Place pieces in square WBBW
  + Black moves first
  + Each player must place a piece so that it captures at least one piece of the opposite color
  + Each player can pass
  + Game ends when no legal moves left
  + Player with most pieces on the board wins

5. Animate the flipping of pieces (extra credit)