BoardView

• Draw the board and the pieces placed by players	• ButtonView • MenuView • PromptView • gtk.Frame • Board

MenuView

• Draw the menu on the UI • Menu allow player(s) to select either in 1 player or 2 players mode • Menu allow player(s) to reset the board by clicking the reset button	• Game • gtk.Button • gtk.RadioAction • gtk.RadioButton • board

gtk.Button

ButtonView

• Draw the buttons on the UI • Able to differentiate players by displaying different characters	• players

gtk.Dialog

PromptView

• Display any prompt message to user such as victory, errors, etc.	• Game • victory