Sprint 2 Backlog

GUI

* GUI can handle any number of pits 4<x<9
* Representation of who won the game, and possibly a “You win/lose! Congratulations!” sort of thing
* Human player should have buttons to input the pie rule; the second player chooses whether to continue with the starting setup, or to switch sides with the first player.
* Player 2 should be able to input commands via the GUI

Game Manager

* Pie rule handling
* Handle different number of seeds in each pit, with standard variation (each pit has same # of seeds)
* Handle different number of seeds in each pit, with random variation (each pit has a random # of seeds, but their distribution is equal for either player)
* Implement capture rule
* Initialize with standard or random distribution of pieces in pits
* Keep track of time elapsed in current move
* Know which player won

Client / Server

* Write local moves to a buffer
* Read remote input to same buffer
* Process commands from that buffer
* Form connection to server via hostname and port
* Form connection to client via hostname and port