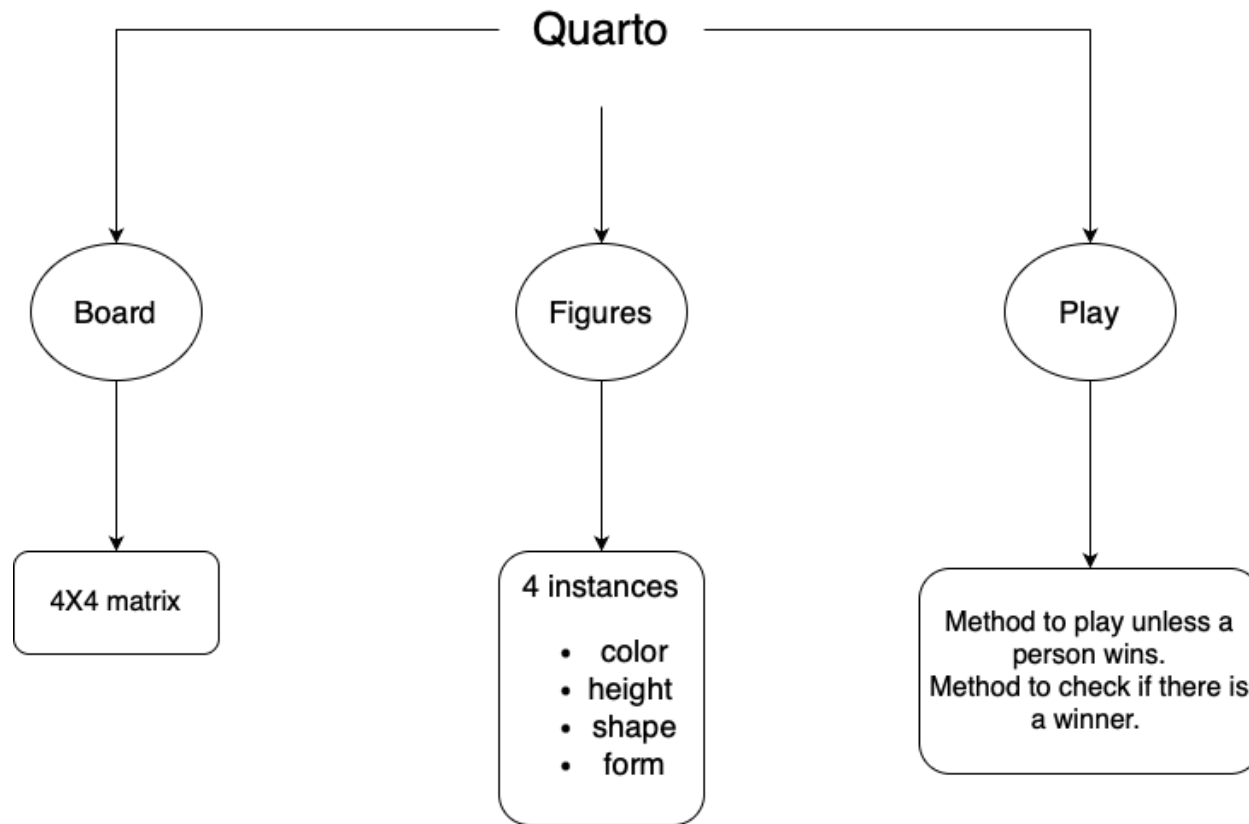# Classes Definition: Draft

The project will have 3 classes.

Board class: this creates the 4x4 board for the game.

Figures class: for defining the 16 figures. Each will have 4 characteristics: colour (light/dark), height(tall/short), shape(square/round), form(hollow/solid)

Play class: defines the rules of the game.