

Board

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| <ul style="list-style-type: none">• Display the grid of the board on the screen• Display the numbers and letters for each intersection on the screen• Store each of the pieces on the screen• Check if each move is legal before accepting a move by using the rules class | <ul style="list-style-type: none">• Piece• Go Rules |
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Piece

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| <ul style="list-style-type: none">• Store the position of the piece on the board• Store the colour of the piece• Display the representation of the piece on the screen | <ul style="list-style-type: none">• Colour• Board |
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Colour

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| <ul style="list-style-type: none">• Store the colour of a piece on the screen• Store as an empty colour if the piece has not been placed yet | <ul style="list-style-type: none">• Piece |
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player_turn

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| <ul style="list-style-type: none">• Store who's turn it is supposed to be | <ul style="list-style-type: none">• Main file that runs the game loop |
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Go Rules

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| <ul style="list-style-type: none">• Return if a move is legal• Go through each rule and check that a move complies by it | <ul style="list-style-type: none">• Piece• Board |
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