Board

- 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	Piece

Piece

- Store the position of the piece on the board - Store the colour of the piece - Display the representation of the piece on the screen	- Colour - Board

Colour

- Store the colour of a piece on the screen - Store as an empy colour if the piece has not been placed yet	Piece

player_turn

Store who's turn it is supposed to be	Main file that runs the game loop