Go (board game)

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How to play

- enter coordinates (e.g. A3, 5f, e18) to place stone,

- write „pass" to pass,

- write „exit" to exit game,

- Game automatically ends after two consecutive passes.

- Game does not allow players to put stone at illegal position.

What I learned

- Java

- Regex (to filter input)

- I gained experience

Problems I had

- Default method equals() didn't work as expected for Coordinates class.
- I had to implement it myself inside that class.

```
public boolean equals(Coordinates b){
    if(this.x==b.x && this.y==b.y)return true;
    return false;
}
```

What could be improved

- User interface,
- Additional features could be implemented:
- Scoring (scoring system is not implemented),
- Choice of board size,
- Choice of rules (e.g. different ko rules, permitting suicide),
- Undo and redo moves,
- Position editing,
- Saving and loading game state.